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DUNGEON®

A Dungeons & Dragons® Roleplaying Game Supplement

DUNGEON®

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As It Was

By Christopher Perkins

People seem happy that we're releasing content as compiled PDFs rather than individual articles, so our plan is to continue releasing compilations. Starting this month, we're implementing another change that takes both *Dungeon* and *Dragon* back to their roots.

If *Dungeon* has done one thing amazingly well over the years, it's deliver top-notch adventures, and we'd like to get some of that focus back. All adventures, all the time—that was *Dungeon*'s mandate in the early days. Great adventures have kept *Dungeon* rocking for more than 25 years, which is not to say that *Dungeon* hasn't presented terrific non-adventure content, but DMs are busy people who need adventure support now more than ever.

Anything that's not an adventure is moving over to *Dragon*, where such content has resided in the past. For most of its illustrious 40-year history, *Dungeon*'s "big sister" has served both players and DMs, expanding and adding depth to the game we all know and love. With any luck, players who don't usually spend time behind the DM screen will see an article that makes them consider DMing their own campaign, and isn't that a good thing?

As the year comes to an end, we have some great adventure content to share with you, including a fabulous dungeon crawl from Will Doyle called "Tears of the Crocodile God" that feels like a throwback to the days of classic dungeon adventure design, but with great atmosphere and lots of rich detail. We also have "Fjorin's Foothold," a roleplaying-focused adventure with a complicated villain who'll do anything to protect his investments. To top it off, we're trying another experiment this month by publishing "The Hidden Shrine of Tamoachan" as a *Dungeon* feature. This adventure, adapted by Stephen Radney-MacFarland from a classic AD&D™ module by Harold Johnson and Jeff R. Leason, was originally produced in limited quantities as a Wizards Play Network "DM reward," but we felt it was cool enough for all D&D Insider™ subscribers to have. If you like the adventure and want to see more of this sort of hard-to-find 4th Edition content, let us know. We have 4th Edition conversions of *The Village of Hommlet* and *Tomb of Horrors*, as well as bygone D&D Encounters™ seasons and other stuff we can choose from. In the meantime, *Dungeon* will continue to release new adventures every month.

So what's in store for 2013? Well, for starters, we plan to continue supporting 4th Edition. We have orcs invading an elven woodland sanctuary, a daring rescue mission set in the Dalelands, a splendid adventure for pixie characters, a thrilling race inspired by the movie *The Cannonball Run* (with owlbears!), a curse that has turned an entire village black and white, a dangerous descent into a raging volcano . . . and that's just for starters. As they say, you ain't seen nuthin yet. I'd love to tell you more, but the ancient Crocodile God demands tribute, sleeping Tamoachan stirs in anticipation of fresh blood, and the creepy things under Fjorin's Foothold are getting restless.

Fjorin's Foothold

A D&D® adventure for characters of levels 3-5

By Christopher Perkins and Aeryn Rudel

Illustrations by Goran Josic and Todd Lockwood

Cartography by Jason A. Engle

"Fjorin's Foothold" is a tale of dwarven resourcefulness and greed. The adventure features one of the new maps in the *Map Pack: Shattered Keeps*™ accessory.

Adventure Background

Fjorin (fee-*yor*-in) Hammermain is a dwarf prospector whose ability to find rich veins of ore borders on the supernatural but whose hunger for wealth and fame is beyond measure. His discoveries of iron, gold, and silver in the mountains and foothills brought wealth and fame to his clan. Not satisfied with his success, Fjorin set his sights on something even more valuable: adamantine. One ounce of the precious ore is worth three or four times its weight in gold, and even a small vein of adamantine could make a dwarf wealthier and more famous than the greatest merchant princes. But adamantine is exceedingly rare, and even a prospector as gifted as Fjorin could spend a lifetime searching for it and find none.

Fjorin led expeditions into the wilderness and, heedless of advice, poured the clan's considerable wealth into building a stronghold at the foot of a mighty escarpment created by a comet collision eons ago. Beneath this escarpment the dwarf hoped to strike a sizable vein of adamantine. The stronghold became known as Fjorin's Foothold, and it protected Fjorin's mine from the depredations of orcs and giants that came down from the mountains every winter to ravage the countryside.

Fjorin and his crew spent two years fending off invading humanoids while delving into the rock below Fjorin's Foothold. Although they found the occasional vein of iron, they discovered no adamantine. Fjorin returned to his family's hold and enlisted more clan members in the search for adamantine, and as a result, the clan's other business ventures suffered. Worse yet, the deeper the dwarves delved, the more often they encountered dangerous subterranean monsters. A handful of dwarves perished in search of Fjorin's adamantine, and soon Fjorin's Foothold became known by another name: Fjorin's Folly.

Recently, Fjorin and his dwarves broke into a cavern inhabited by scores of chitines, secretive spiderlike humanoids who had escaped their former masters, the drow. The chitines initially regarded the dwarves' incursion as an attack and used their superior numbers to drive the miners back to their fortress. Fjorin's fellow dwarves advised him to collapse the mine tunnel, to keep the chitines from overrunning the fortress and invading the surface,

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but Fjorin refused to give up his mine. Mad with greed, Fjorin believed the chitine threat could be overcome, but his fellow dwarves felt differently. They fled Fjorin's Foothold and returned to their clan-homes, leaving Fjorin to face the chitines alone.

The chitines overran the stronghold and captured Fjorin, but against all odds, he reached an accord with the xenophobic spiderfolk. The chitines knew of adamantine, having excavated vast quantities of the ore for their drow masters in the past. The ore was refined and used to craft drow weapons and armor. The chitines described a rich adamantine vein near their cavern and offered to provide Fjorin with ore in exchange for food, which was in much shorter supply underground. The chitines had no desire whatsoever to explore the surface realm, but Fjorin assured them that food was plentiful and that he could provide it.

Even as Fjorin reached his agreement with the chitines, Sharda Hammermain, Fjorin's wife, hired a band of adventurers to bring her mad husband home. When the adventurers arrived at Fjorin's Foothold, the dwarf offered them gold to forage and hunt for foodold. The adventurers obliged, but Fjorin was less than forthright about explaining why he needed so much food. Eventually, the adventurers pressured Fjorin into revealing his arrangement with the chitines, and they refused to aid him further. When it seemed as if the adventurers might drag him back to his wife and claim the adamantine ore for themselves, Fjorin and his chitine allies turned on them. The adventurers were captured, taken to the chitine cavern, and eaten. Eager to acquire more adamantine and fulfill his side of the agreement, Fjorin prays that his wife will send a new band of adventurers to find out what happened to the last group.

Adventure Synopsis

Sharda Hammermain hires the adventurers to retrieve her foolish husband, Fjorin. The journey to Fjorin's Foothold takes several days but is uneventful. When they arrive at the fortress, it becomes clear that Fjorin's Foothold has seen better days. They find the dwarf alive and well, protected by several mining automatons and watched over by a pair of chitine scouts named Incheb and Sezreth.

Fjorin tries to hire the adventurers to hunt and forage for food—a clear waste of their talents. If the adventurers agree, they're welcome to stay at Fjorin's Foothold for as long as they like. Eventually, the adventurers learn about Fjorin's arrangement with the chitines and must decide whether to support the dwarf or interfere in his plans. Either way, Fjorin's fear and paranoia gets the better of him. He begins to think that the adventurers are after his adamantine ore, and he conspires with the chitines to eliminate them.

Sharda's Quest

While passing through the Gray Hills, the characters overhear rumors that Fjorin Hammermain, a legendary dwarf prospector, has met a terrible end. If the adventuring party includes one or more dwarves, they might be on friendly terms with the local dwarf clans and have incentive to hear more. You can also modify the adventure so that Fjorin belongs to the same clan as one of the player characters.

If the party contains neither dwarves nor characters with special ties to dwarves, the adventurers might be motivated to learn more after hearing rumors that Fjorin's wife, Sharda, is offering a reward to anyone willing to retrieve her husband's remains.

When the players are ready to begin the adventure, read the following:

While passing through a dwarven settlement in the Gray Hills, you hear rumors concerning a dwarf prospector named Fjorin Hammermain. Apparently, he met his end in the foothills, and his wife is looking for brave souls to retrieve his remains. The last group who took the job was never seen again.

Most of the dwarves who reside in the Gray Hills believe Fjorin is dead. If the characters investigate further, they can learn the following additional information.

- Fjorin was something of a local legend. He had the uncanny ability to sniff out precious ore buried deep underground, and his discoveries of iron and silver made his clan rich.
- Fjorin squandered his wealth in a futile quest for adamantine. He poured his money into a two-year mining operation and even built a stronghold to protect the mine against the orcs and giants that live in the mountains. Although the mine yielded a rich vein of iron ore, no adamantine was found.
- Fjorin tasked his miners to dig deeper, and they broke into a subterranean cavern infested with spiderlike humanoids. The miners urged Fjorin to collapse the mine, but he absolutely refused. Even as the spidery humanoids overran the stronghold, Fjorin would not flee.
- Fjorin's wife, Sharda, hired a band of four adventurers to find her husband, dead or alive. The adventuring party included two dwarves (a fighter and a rogue), an elf ranger, and a human wizard.
- Fjorin's Foothold is a week's travel from the Gray Hills on foot. The adventurers left three weeks ago and have not returned. Fjorin's wife has increased the reward from 5,000 gp to 10,000 gp, but so far she's had no takers.

If the characters decide to meet with Sharda Hammermain, read:

The Hammermain homestead is buried under a grass-covered hill, its ornate stone façade protruding from the base of the hill and graced with statuary depicting past lords of the Hammermain clan. The hall's majordomo is an elderly dwarf named Gardak, and he ushers you to a parlor warmed by a hearth, with stone chairs draped in wolf pelts. A majestic female dwarf stares at a life-sized gold-framed portrait of her late husband. She turns to face you as Gardak clears his throat.

"M'lady, these brave adventurers are here to see you."

She gives the old dwarf a wan smile. "Thank you, Gardak." As Gardak nods and shuffles away, the lady sighs, removes a gold ring from one finger, and polishes it. "I take it you know of the reward?"

The last group of adventurers who offered to retrieve Fjorin did not make a great impression. Sharda believes they were more interested in the reward than her husband's well-being. She thinks the characters are likewise in it for the money, and all hope of seeing her husband alive has evaporated.

If the characters seem genuinely interested in helping Sharda, and if they urge her to hold out hope that her husband might still be alive, her impression of them changes and she becomes less cold and distant.

The reward of 10,000 gp still stands, although Sharda can be talked up to 15,000 gp. She says that the reward will be paid in miscellaneous jewelry, since she doesn't have that much coinage. She gives the characters a gem-encrusted ring worth 5,000 gp as an advance and agrees to pay the remainder when they return with Fjorin.

If the characters ask Sharda for more information about her husband, she offers the following:

"All the gold, iron, and silver in the Gray Hills wasn't enough. My husband was resolved to find a rich vein of adamantine, and he spent nearly our entire fortune on that blasted stronghold and the mine it protects. Do you know what my people call it? Fjorin's Folly. My husband was a brilliant prospector, but because of one misadventure, history will judge him a fool.

"Fjorin's Foothold sits at the base of an escarpment where a comet struck the world long ago. Before they fled, the miners and guards tried to convince my husband to join them, but he refused. The last group I hired to find Fjorin was more interested in the reward than my husband's life, but they were my only hope. I don't know what became of them."

Sharda can provide a map showing the exact location of Fjorin's Foothold. If the characters ask to meet with the miners and guards who worked at the stronghold, she makes the necessary arrangements. These dwarves are fond of Sharda and more than happy to divulge what they know, particularly since they bear tremendous guilt for leaving her husband behind.

- Fjorin's Foothold was under constant threat from tribes of orcs and bands of giants, which would come down from the mountains in the winter months and lay siege to the stronghold. Fjorin didn't have the money to repair the fortress after the last attack.
- The creatures that spilled out of the underground cavern were small, thin, four-armed humanoids with fangs. They wielded bone daggers, and they looked and moved like spiders. (Characters who succeed at a DC 15 Dungeoneering check recognize them as chitines.)
- Four dwarf miners, including the foreman (a dwarf named Cavan Brittlevein), were killed while holding off the spidery humanoids. Their sacrifice allowed the others to make it back to the stronghold and report to Fjorin.
- Fjorin was set on preserving the mine, and he refused to flee the stronghold when the spidery humanoids attacked. The miners and guards fled. The last they saw of Fjorin, he was issuing commands to his hammerer and pulverizer constructs.
- The hammerers and pulverizers were used in mining operations, and though they are capable defenders, it's unlikely they would be enough to hold off the scores of spidery humanoids that the miners saw.

Major Quest: Retrieve Fjorin

4th-Level Major Quest (175 XP/character)

The characters complete this quest by returning Fjorin to his wife—alive. If they return with his corpse, they gain only half of the XP award. Either way, they receive the full amount of gold that Sharda promised them.

Fjorin's Foothold

The journey from the Gray Hills to Fjorin's Foothold takes seven days on foot and is uneventful. A road made of two rows of carefully laid stone tiles leads straight to the stronghold, and the trip is fairly pleasant.

When the characters come within sight of Fjorin's Foothold, read:

A road composed of two rows of stone tiles cuts across a thinly wooded valley, ending before a natural escarpment marked by 200-foot-high cliffs. A stone fortress protrudes from the base of the escarpment. You can see the damage inflicted upon Fjorin's Foothold from past sieges. The second floor has collapsed, but the ground floor appears mostly intact. A dry moat and a 10-foot-high shield wall surround the fortress.

The "Features of Fjorin's Foothold" section describes the various key locations within the stronghold, and the "Planned Events" section describes how the adventure is likely to play out from this point onward.

Foothold Inhabitants

Fjorin Hammermain spends his days and nights in the foothold, hoarding the bits of adamantine ore brought to him by the chitines while keeping them appeased with scraps of food collected by the last group of adventurers to cross his path. His food stores are nearly depleted once again, which is why it's imperative that he convince the characters to hunt and forage for more food.

The only other living inhabitants of the foothold are a pair of chitine scouts, Incheb and Sezreth. They have been assigned to watch over Fjorin and make sure he doesn't flee with the adamantine ore. They are also tasked with alerting their kin to the arrival of newcomers and summoning reinforcements as needed.

Fjorin is joined by four mining constructs (two hammerers and two pulverizers), and he treats them like old friends. "You will never abandon me," he mumbles to them as he lovingly polishes their weaponry and oils their joints.

Fjorin Hammermain, Dwarf Prospector

Fjorin is a middle-aged, stout dwarf with dirty brown hair and a thick brown beard choked with dust. He wears a weathered leather hat, a chainmail vest over a stained brown tunic, baggy pants, and iron-soled boots with silver studs. He keeps an old rag and an oil flask tucked in his silver-buckled belt. He reeks of dirt and grime.

Although he doesn't consider himself a villain, Fjorin has proven himself capable of terrible acts. All he cares about is his precious adamantine ore, and his greed compels him to turn against those who endeavor to help him. He will do anything to acquire more adamantine ore and to protect what little he already has.

When he first meets the characters, he denies having seen or met a previous group of adventurers and offers them a quest to hunt and forage for food. He then trades these supplies for adamantine ore. He doesn't expect the characters to undermine his arrangement with the chitines, but at some point he begins to suspect the characters are up to no good. Regardless of how the characters handle Fjorin, he ultimately turns against them.

- If the characters insist on taking Fjorin back to his wife, he resists. He calls upon his constructs to defend him while the chitine scouts summon reinforcements from deep within the mine.
- If the characters decide to leave Fjorin's Foothold and report what they've found to Sharda, Fjorin tries to persuade them to stay and collect food for the chitines. He offers to pay them the same amount that his wife offered, although he doesn't have the coinage on hand. If the characters refuse, Fjorin orders his constructs to attack them. If the characters are defeated, Fjorin hands them over to the chitines as food.
- If the characters seem overly interested in Fjorin's supply of adamantine ore (which is stored in area 8), he thinks they intend to rob him and orders his constructs to attack while the chitine scouts gather reinforcements.
- If the characters agree to hunt and forage for food but later decide to abandon Fjorin and return to his wife with news of her husband's fate, Fjorin can't stop them. Sharda is not satisfied with the news and insists that the characters bring Fjorin to her. Upon their return, Fjorin tries to lull them into transporting his adamantine ore back to the Gray Hills and then orders his constructs and chitine allies to attack as soon as the characters' guard is down.

CHITINES

The drow created chitines as a slave race, but the chitines rebelled and scattered into the Underdark. The priestesses who lead the chitines are called choldriths. For more information on chitines and choldriths, see *Monster Manual® 3*.

Fjorin, Dwarf Prospector	**Level 3 Skirmisher**
Medium natural humanoid (dwarf)	XP 150
HP 50; **Bloodied** 25	**Initiative** +6
AC 17, **Fortitude** 16, **Reflex** 15, **Will** 14	**Perception** +9
Speed 5	Low-light vision
Traits	
Guarded	
Fjorin has a +4 bonus to AC against opportunity attacks.	
Stand the Ground	
Fjorin can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
Steady-Footed	
Fjorin can make a saving throw to avoid falling prone when an attack would knock him prone.	
Standard Actions	
⊕ **Pick** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage, and Fjorin can shift 1 square.	
Skills Dungeoneering +8	
Str 13 (+2) **Dex** 17 (+4) **Wis** 16 (+4)	
Con 18 (+5) **Int** 15 (+3) **Cha** 13 (+2)	
Alignment unaligned **Languages** Common, Dwarven	
Equipment pick	

Incheb and Sezreth, Chitine Scouts

These two chitines are tasked with making sure Fjorin lives up to his end of the bargain. When the player characters arrive, they try to remain out of sight. If Fjorin is threatened, they flee down into the mine and attempt to gather reinforcements (see event 3). If they are discovered, they flee and try to bring reinforcements to the foothold. They do not attack the characters without provocation.

Incheb and Sezreth speak broken Common, but they are not social creatures. Like all chitines, they

are xenophobic and reclusive. They trust Fjorin very little, and they trust complete strangers not at all. If characters ask the chitine scouts what they want, they reply, "Food! Need food!" If asked why they don't simply gather their own food from the surrounding countryside, the chitines' eyes grow wide with fear, and they reply, "Stay under ground! Safe!" If the characters ask them what fate befell the last group of adventurers sent to find Fjorin, the chitines are shockingly honest in their reply: "Ate them!"

2 Chitine Scouts **Level 5 Artillery**
Medium natural humanoid (spider) XP 200 each

HP 48; **Bloodied** 24 **Initiative** +6
AC 17, **Fortitude** 17, **Reflex** 17, **Will** 16 **Perception** +3
Speed 6, climb 6 (spider climb) Darkvision

Standard Actions

⊕ **Dagger** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d4 + 3 damage.

⊕ **Hand Crossbow** (weapon) ✦ **At-Will**
Attack: Ranged 10/20 (one creature); +12 vs. AC
Hit: 1d6 + 4 damage.

⊕ **Furious Volley** (weapon) ✦ **At-Will**
Effect: The scout uses *dagger* twice or *hand crossbow* twice.

Poisoned Bolt (poison, weapon) ✦ **Encounter**
Attack: Ranged 10/20 (one creature); +10 vs. Fortitude
Hit: 1d6 + 4 damage, and ongoing 10 poison damage (save ends).

Move Actions

Web Line ✦ **Encounter**
Requirement: The scout must be climbing.
Effect: The scout flies up to 5 squares.

Skills Acrobatics +11
Str 13 (+3) **Dex** 18 (+6) **Wis** 13 (+3)
Con 12 (+3) **Int** 8 (+1) **Cha** 10 (+2)
Alignment chaotic evil **Languages** Common, Elven
Equipment 2 daggers, 2 hand crossbows, 40 bolts

Fjorin's Automatons

Fjorin has four iron constructs that he relies on for protection. These automatons were built for mining, but they are adequate combatants. They are attuned to Fjorin's voice and respond to his basic commands.

Hammerers stand about 5 feet tall and have two arms, one ending in a pincer and the other ending in a large hammer used for breaking up large rocks. Pulverizers stand 4 feet tall and are quite broad, with two arms ending in large, rotating drills that are strong enough to burrow through solid stone.

2 Hammerer Automatons **Level 4 Soldier**
Medium natural animate (construct) XP 175 each

HP 55; **Bloodied** 27 **Initiative** +5
AC 20, **Fortitude** 18, **Reflex** 15, **Will** 16 **Perception** +4
Speed 6 Darkvision
Immune disease, poison

Standard Actions

⊕ **Claw Arm** ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 7 damage, and the target is grabbed (escape DC 14).

Hammer Arm ✦ **At-Will**
Attack: Melee 1 (one creature); +9 vs. AC
Hit: 1d8 + 5 damage, or 2d8 + 5 damage to a target grabbed by the automaton.

Hammer Sweep ✦ **Recharge** ⚅ ⚅ ⚅
Attack: Close burst 1 (creatures in the burst); +7 vs. Reflex
Hit: 2d8 + 5 damage, the automaton can slide the target 1 square, and the target falls prone.

Str 18 (+6) **Dex** 12 (+3) **Wis** 15 (+4)
Con 15 (+4) **Int** 4 (-1) **Cha** 6 (+0)
Alignment unaligned **Languages** –

USING STEALTH

If the characters sneak into Fjorin's Foothold undetected, they can take its occupants by surprise. The foothold's inhabitants are holed up in the following locations:

Area 3: 1 hammerer, 1 pulverizer
Area 4: Incheb and Sezreth (chitine scouts)
Area 5: 1 hammerer, 1 pulverizer
Area 8: Fjorin Hammermain (dwarf prospector)

2 Pulverizer Automatons **Level 3 Brute**
Medium natural animate (blind, construct) XP 150 each

HP 55; **Bloodied** 27 **Initiative** +2
AC 15, **Fortitude** 17, **Reflex** 14, **Will** 15 **Perception** +3
Speed 5 Blindsight 5
Immune blinded, disease, gaze effects, poison

Standard Actions

⊕ **Drill Arm** ✦ **At-Will**
Attack: Melee 1 (one creature); +8 vs. AC
Hit: 2d6 + 5 damage, or 3d6 + 5 damage to a creature granting combat advantage to the automaton.

Sonic Shriek (thunder) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 3 (creatures in the blast); +6 vs. Fortitude
Hit: 2d10 + 5 thunder damage, and the target is dazed until the end of the automaton's next turn.

Str 18 (+5) **Dex** 12 (+2) **Wis** 15 (+3)
Con 15 (+3) **Int** 4 (-2) **Cha** 6 (-1)
Alignment unaligned **Languages** –

Features of Fjorin's Foothold

The dwarven stronghold is built into the base of a sheer cliff. Sections of the outer shield wall and the entire second story of the main fortress collapsed when a small band of hill giants laid siege to the fortress last winter. Though the giants were eventually repelled, Fjorin lacked the funds and wherewithal to complete repairs, and he instead focused on deepening the mine.

Ceilings: All ceilings inside the stronghold are 10 feet high and smooth.

Doors: All doors are made of stout wood with iron hinges, fittings, and locks except for the main gates (see area 2), which are barred shut from the inside. Fjorin carries a ring of keys to open locked doors, which can be smashed open with a DC 21 Strength check or unlocked with a DC 21 Thievery check. A door has the following statistics: AC/Reflex 20, Fortitude 10, hp 60, resist 5 all.

Illumination: Interior areas are brightly lit by oil braziers affixed to the walls.

Rubble: Squares filled with rubble are difficult terrain.

Stairs: Squares containing stairs are difficult terrain to ascend and normal terrain otherwise.

Walls: The walls of the fortress are made of tight-fitting stone blocks. Climbing the walls without gear requires a DC 21 Athletics check.

1. Moat

Exploration Encounter

This 10-foot-wide, 10-foot-deep moat encloses the stronghold on three sides. During the spring, water runoff from melting snow fills the moat with water. In the summer and fall, the water leaches into the earth and the moat dries out. The walls of the moat are angled, such that any creature that falls in takes only 1d6 damage and lands prone. Characters searching the moat find the scattered bones of a few dead orcs and hill giants, but nothing of value.

Bridge: A wooden bridge spans the moat near the gate. The bridge has been damaged and repaired many times, but it is safe to cross.

2. Shield Wall

Exploration Encounter

This wall is 10 feet high and topped by a 3-foot-high stone battlement. Two sections of the wall have collapsed as a result of sieges by orcs and giants. The damage occurred last winter, and Fjorin has yet to repair it.

Gate: These wooden doors are barred shut from the inside. The thick wooden bar that holds them shut can be lifted away with a DC 14 Strength check. The bar also makes the doors extremely difficult to smash open (DC 21 Strength check).

3. Courtyard

Combat Encounter Level 1 (325 XP) and Exploration Encounter

Fjorin has stationed two of his constructs in the courtyard, with instructions to attack anyone who enters the courtyard or threatens them.

Light: Varies depending on the time of day or night.

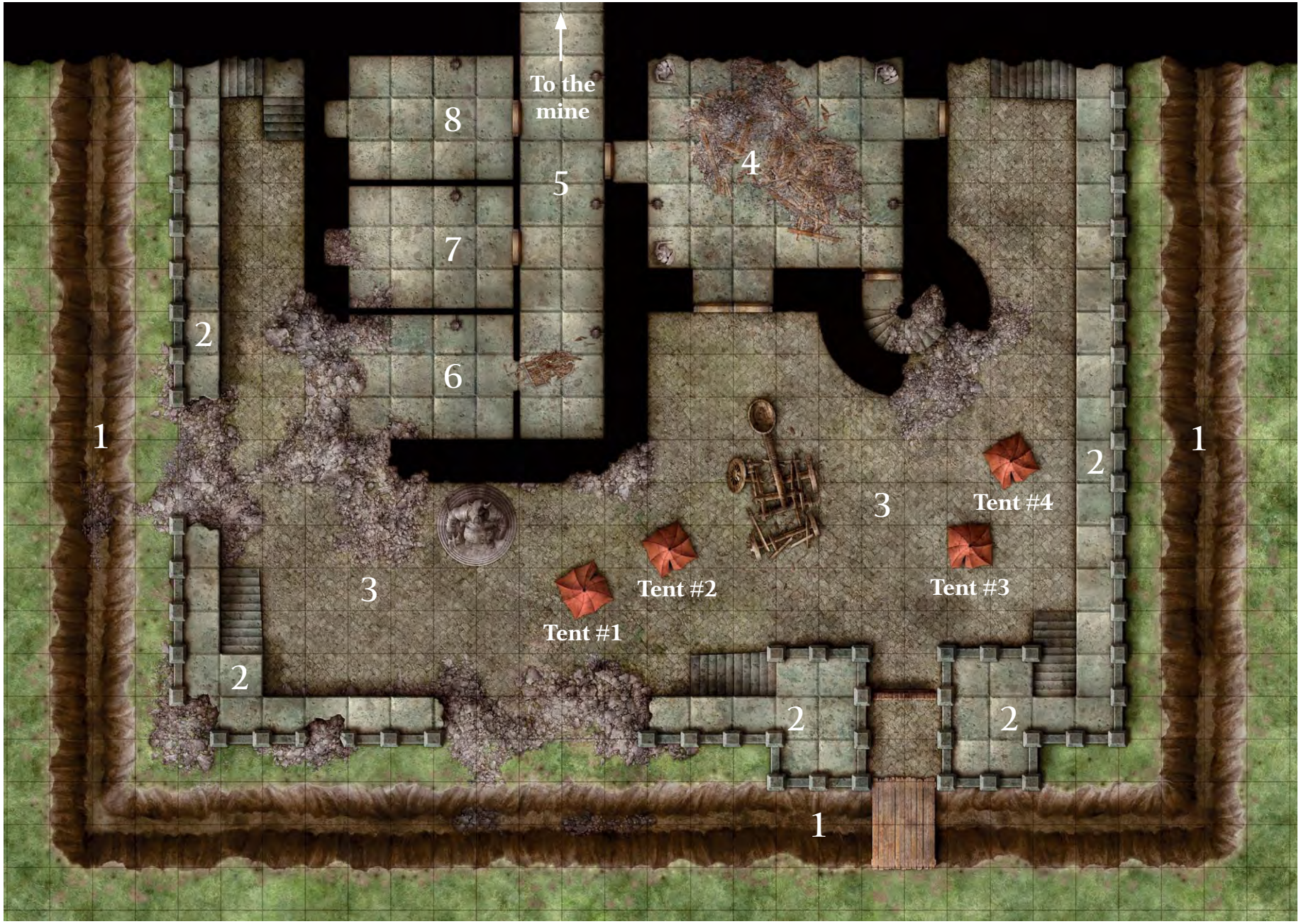
Monsters: 1 hammerer and 1 pulverizer. Place these automatons where you see fit and have them attack as soon as they detect intruders.

Read:

Weeds sprout between the cobblestones of this courtyard, which is strewn with small bits of armor and broken weapons. A smashed catapult and four pitched tents stand before a pair of double doors leading into the fortress, and a statue of a battle-ready dwarf stands defiantly against the fortress, as though ready to defend it with its life.

The courtyard looks abandoned, but you glimpse two Medium-sized constructs whirring to life. One has arms ending in massive drills, and the other has a large hammer mounted to one arm and a pincer attached to the other.

Combat in the courtyard alerts the chitines (area 4) and Fjorin (area 8). The chitines peer out through the double doors leading to area 4 but do not intervene; they use their Stealth to remain unseen. Meanwhile, Fjorin comes running out to see what's causing the ruckus after the second round of combat. Once he


To the mine
8
5
4
7
2
6
1
2
1
3
Tent #4
2
3
Tent #2
Tent #3
Tent #1
2
2
2
1

sees the adventurers, he orders his constructs to cease their attack and stand down. He then apologizes to any characters who suffered injuries. If the characters destroy one or both constructs before Fjorin can end the conflict, he is annoyed at the destruction of his property.

The bits of armor and broken weapons scattered throughout the courtyard are the remnants of past sieges.

Catapult: A hill giant breached the stronghold during a winter raid and damaged this heavy catapult, and it requires 150 person-hours to repair. If Fjorin's catapult is repaired, it can be put to use defending the stronghold against attack. Aiming, loading, and firing the catapult each requires a standard action, which is why it's best to have at least three creatures operating it.

Standard Actions
Fire Catapult ✦ At-Will
Requirement: The catapult must be aimed and loaded.
Attack: Ranged 100 (one creature); +10 vs. AC
Hit: 5d10 + 10 damage, and the target falls prone.
Aim Catapult ✦ At-Will
Effect: The catapult is aimed.
Load Catapult ✦ At-Will
Effect: The catapult is loaded.

Statue: This 10-foot-tall statue depicts Fjorin Hammermain as a great warrior, braced for battle. The real Fjorin cuts a much less impressive figure. Creatures can move through the statue's space, but each square entered costs one extra square of movement. A secret compartment hidden in the statue's base can be detected with a DC 21 Perception check, and it contains a locked strongbox containing 500 gp and a *potion of healing*. Fjorin keeps the strongbox here for emergencies and carries the only key, though the lock can be picked with a DC 21 Thievery check.

Tents: These four tents belonged to the last group of adventurers who came to Fjorin's aid. Fjorin has been too distracted of late to take them down, and he claims dwarf guards used them before abandoning their posts. If the characters decide to spend the night in Fjorin's Foothold, he allows them to use the tents for shelter.

Tent 1 belonged to a dwarf fighter and contains a bedroll, a whetstone, a backpack filled with rations, a waterskin, a lantern, a tinderbox, and a dwarven beard-comb set with tiny gems (worth 200 gp).

Tent 2 belonged to a dwarf rogue and contains a bedroll, a coiled 50-foot rope, a set of thieves' tools, a half-empty flask of dwarven ale, and a pair of *poison gloves* (*Adventurer's Vault™ 2*).

Tent 3 belonged to an elf ranger and is empty.

Tent 4 belonged to a human wizard and contains a bedroll with a wizard's ritual book hidden inside it, a flask of wine, and a tightly packed satchel. The book holds the following rituals: Arcane Lock, Brew Potion, Detect Secret Doors, Enchant Magic Item, Endure Elements, Eye of Alarm, Knock, and Tenser's Floating Disk. The satchel radiates magic and is, in fact, an *instant campsite* (*Mordenkainen's Magnificent Emporium™*).

4. Main Hall

Combat Encounter Level 1 (400 XP) and Exploration Encounter

Incheb and Sezreth reside here. Fjorin does his best to keep the characters away from the chitines and their makeshift lair.

Monsters: 2 chitine scouts.

When the characters enter this area, read:
Part of the ceiling has fallen through, exposing the room to the open sky and the elements. The hole in the ceiling is choked with broken rafters and shattered furniture from the collapsed second floor. Strung between the hole in the ceiling and a large pile of rubble in the middle of the floor are thick webs that obscure your view of the room, in three corners of which stand dwarven suits of plate armor.

The chitines Incheb and Sezreth typically lurk amid the webs and rubble. If attacked, they try to flee through the door leading to area 5. If they can't reach it, they crawl up through small holes in the ceiling and reenter the stronghold through area 6.

Collapsed Ceiling: A character can climb up the pile of rubble in the middle of the room and pull up through narrow holes in the partially collapsed ceiling, but this requires a DC 14 Acrobatics check. If the check fails, the character gets stuck and is immobilized (save ends).

Spiral Stairs: A partially collapsed turret contains a spiral staircase that once led to the upper level. When the second floor collapsed, the staircase became choked with rubble and is no longer passable.

Suits of Armor: The three standing suits of dwarven plate armor are purely ornamental and cannot be worn. Each suit has the following statistics: AC/Reflex 15, Fortitude 5, hp 10. A suit of armor reduced to 0 hit points collapses in a heap with a loud clatter.

Web Nest: Incheb and Sezreth have created a nest for themselves amid the webs and rubble in the middle of the chamber. The webs do not hinder movement but provide partial concealment to any creature fully in squares occupied by rubble. Any character that searches the nest and succeeds at a DC 21 Perception check finds a pouch containing 150 gp worth of *residuum*, which Incheb took from the human wizard who belonged to the previous party of adventurers that came to Fjorin's Foothold.

5. Corridor

Combat Encounter Level 1 (325 XP) and Exploration Encounter

This 10-foot-wide hall connects areas 6, 7, and 8. It also leads to Fjorin's mine and the chitines' cavern (see event 4). Fjorin has assigned two of his constructs to guard the corridor.

Monsters: 1 hammerer and 1 pulverizer. Place the two automatons at opposite ends of the hallway.

Read:
Two constructs stand guard in this 10-foot-wide tunnel. At one end of the tunnel lie the shattered remains of a door. The other end of the hallway slopes down toward a rough-hewn mine tunnel.

The constructs attack anyone who enters the hall that isn't a chitine or accompanied by Fjorin. The door leading to area 6 was smashed by orcs during the last siege.

Once every 2d12 hours, a group of chitines emerges from the mine carrying small chunks of adamantine ore. If he's around, Fjorin unlocks the door to area 8 and instructs the chitines to place the ore inside. After doing so, the chitines retreat back into the mines without a word.

Mine: Fjorin's mine is not depicted on the map. It is an ever-descending 10-foot-wide, rough-hewn tunnel supported by wooden beams. Occasionally, the tunnel breaks into a small cavern or stops at the top of a mine shaft with a simple hoist and ladders leading down. At the bottom of the shaft, the tunnel resumes.

If the characters descend into the mine, they eventually come to a cavern where Lurtha the choldrith is waiting for them; see event 4 for details.

6. Damaged Barracks

Exploration Encounter

Rocks hurled by giants toward Fjorin's Foothold caused part of the fortress wall to collapse, exposing this chamber. The room was once used as a barracks by Fjorin's dwarven retinue, but it has since been emptied and abandoned. Nothing of value remains.

7. Food Storage

Trap/Hazard Encounter (350 XP)

The door is locked at all times (see "Features of the Foothold" for details).

Trap: Net of exploding casks.

Read:
Dangling from the ceiling in the middle of this dusty, cobweb-filled room, 10 feet from the door, is a net containing several wooden crates and casks. The net is rigged to a rope-and-pulley system so that it can be raised and lowered. The rope is tied off to a hook on the wall next to the door. A fireplace set into the far wall is choked with rubble.

The collapse of the second floor resulted in the collapse of the chimney, filling the fireplace with rubble.

Fjorin persuaded the last group of adventurers to hunt and forage for food, but those supplies are nearly gone. Nevertheless, Fjorin has taken measures to ensure the food isn't taken without his permission.

Food Supplies: When the chitines started pressing him for more food, Fjorin placed the entire food supply in four crates and suspended them from the ceiling along with four casks of alchemist's fire. The casks are rigged with flint-and-tinder traps to discourage the chitines (or anyone else) from taking food without Fjorin's consent. If the net is disturbed before the traps are disabled, the casks of alchemist's fire ignite and explode.

To disarm the trap, characters must disable all four casks of alchemist's fire. Once they are disabled, the net can be raised or lowered using a rope tied off to the hook on the wall next to the door. Also, the casks can be removed; each contains the equivalent of four flasks of alchemist's fire. Fjorin devised the trap and gains a +10 bonus to checks made to disarm it.

Net of Exploding Casks Object	**Level 4 Elite Trap** XP 350
Detect Perception DC 14	**Initiative** –
Triggered Actions	
Attack (fire)	
Trigger: The net of food supplies is disturbed.	
Attack (No Action): Close burst 2 (creatures in the burst); +7 vs. Reflex	
Hit: 2d6 damage plus 4d6 fire damage.	
Miss: Half damage.	
Effect: The crates of food supplies and casks of alchemist's fire are destroyed.	
Special: Once triggered, the trap cannot be reset.	
Countermeasures	
Disable: Thievery DC 21 (standard action). *Success:* One cask of alchemist's fire is disarmed. Once all four casks are disarmed, the trap is disabled. *Failure (16 or lower):* The trap triggers.	

8. Fjorin's Ore

Exploration Encounter

Fjorin had quarters on the second floor of the fortress before it collapsed. When he's not attending to a delivery of adamantine ore, Fjorin guards his adamantine trove. At night he sleeps here on the floor. The door is locked at all times (see "Features of the Foothold" above).

Creature: Fjorin Hammermain (dwarf prospector). There's a good chance the characters will encounter Fjorin elsewhere, in which case the room is unoccupied.

Read:
In the middle of this room are two small piles of glittering gray-black ore. Set into the far wall is a darkened fireplace.

Characters inspecting the ore can, with a DC 21 Dungeoneering check, identify it as unrefined adamantine. There's roughly 200 pounds of ore here, worth 100 gp per pound. Once the ore is properly refined, it is worth considerably more. Refining the ore is beyond the party's means and requires not only skill but also the proper facilities.

Fireplace: A Small character can enter or leave the room by using the chimney, which is 30 feet tall and protrudes from the wreckage of the collapsed second floor. The chimney is a tight squeeze and requires a DC 21 Acrobatics or Athletics check to navigate.

Tactics: If he is cornered here after betraying the characters, Fjorin fights until bloodied and then surrenders.

Planned Events

The adventure hinges on the party's interactions with Fjorin and the chitines, who have established a mutually beneficial arrangement. Events are most likely to play out as follows:

Event 1: The characters discover that Fjorin is alive. He refuses to leave his stronghold and asks the characters to hunt and forage for food. If pressed, he confesses that the food is for the chitines, with whom he's struck up an unlikely alliance. He intends to honor the arrangement, trading food for adamantine ore.

Event 2: Whether the characters decide to help him or not, Fjorin begins to suspect that they might interfere with his plans or steal his precious adamantine ore. Fjorin turns on them with little warning, commanding his constructs to beat them into submission while his chitine allies summon reinforcements.

Event 3: The chitine reinforcements erupt from the mine. The chitines try to capture or kill the characters before dragging them back to their subterranean cavern to be devoured. If he hasn't been killed or incapacitated, Fjorin does all he can to assist the chitines and preserve the alliance.

Event 4: If the characters explore the mine, they must contend with a choldrith named Lurtha and her brood. Killing Lurtha ends the chitine threat, and any surviving chitines flee into the depths of the Underdark.

Event 1. Fjorin's Quest

Roleplaying Encounter

The event occurs when the characters confront Fjorin for the first time. How and when this happens depends on the manner in which the characters enter Fjorin's Foothold. If they enter without guile or stealth and provoke the automatons standing guard in the courtyard (area 3), Fjorin arrives within 2 rounds to put an end to the combat that ensues. If the characters sneak into the foothold undetected, they might surprise Fjorin.

When the characters first encounter Fjorin, read:
You see a middle-aged, stout dwarf with dirty brown hair and a thick brown beard choked with dust. He wears a weathered leather hat, a chainmail vest over a stained brown tunic, baggy pants, and iron-soled boots with silver studs. He reeks of dirt and grime.

He squints suspiciously. "Did my wife send you?"

Fjorin doesn't want to be "rescued" and taken back to his home in the Gray Hills, claiming he has unfinished business and "important matters to attend to."

If the characters are willing to hear what Fjorin has to say, read:
Fjorin pulls out a dirty rag and wipes the sweat from his brow, then tucks the rag between his britches and his belt. "This stronghold sits atop an adamantine mine, and I have no intention of leaving either unattended. You're welcome to stay as long as you want, of course. I have some tents you can use as shelter. If you really want to make yourselves useful, I have a quest for you. I need someone to hunt and forage for food. The countryside has plenty to offer, but I have neither the time nor the skill."

In addition to the XP gained for completing this minor quest, Fjorin offers to pay 10 gp per day to each adventurer willing to help with "hunting and gathering." If the characters insist on taking Fjorin back to his wife, he offers to pay them as much money as Sharda promised to leave him be, although he can't offer much up front. If pressed, he digs out the strongbox hidden under the statue in area 3 and gives it to the party as an advance.

Fjorin thanks the characters for their help and hoards any food that they bring him, storing it in area 7. If asked what he intends to do with the food, Fjorin's mood sours and he replies sarcastically, "Feed it to my pet octopus."

If the characters ask Fjorin about the chitines living in the mine, read:
"It was all a big misunderstanding. We broke into their cavern by mistake. They don't like the surface much, and they don't want trouble any more than I do, so I convinced 'em to leave well enough alone, and we'll do the same. Last thing I need is a group of hotshot adventurers getting them all riled up again, so I'd appreciate it if you left 'em alone."

Fjorin does not mention the adamantine ore or the specifics of the agreement he reached with the chitines. If the characters accuse Fjorin of hiding something, proceed with event 2.

If the characters ask Fjorin about the last group of adventurers sent to find him, read:
"Never saw 'em. Perhaps they decided I wasn't worth their trouble, or maybe the orcs and giants scared 'em off."

If Fjorin is within line of sight of the tents in the courtyard, any character who succeeds at a DC 21 Insight check notices that Fjorin's eyes dart in that direction. If the characters ask Fjorin who owns the tents, he lies and says, "I do." If they call his bluff, proceed with event 2.

Minor Quest: Hunt and Forage

4th-Level Minor Quest (50 XP/character)
Any character who spends 8 hours hunting or foraging can make a DC 21 Nature check. Other characters can use the aid another action to assist. If the check succeeds, the character returns to Fjorin's Foothold with fresh game or other edibles. If the check fails, the character has a bad outing and finds nothing. The party receives the XP award after six successful checks are made. This minor quest award can be gained only once.

Event 2. Fjorin's Fear

Roleplaying Encounter

This event occurs when the characters do something that raises Fjorin's suspicion or jeopardizes his arrangement with the chitines. Afraid that he might lose the adamantine ore he's worked so hard to obtain, Fjorin decides he can't keep the adventurers around much longer and offers them to the chitines as food. Characters who are monitoring Fjorin can make a DC 21 Insight check to realize that the dwarf prospector is behaving oddly.

Fjorin tries to meet privately with the chitine scouts, Incheb and Sezreth. If he's able to do so, he warns them that the adventurers are up to no good and tells them to head down into the mines and return with reinforcements, which they do at once. Stealthy characters can attempt to shadow Fjorin. If Fjorin detects them (with a Perception check opposed by the characters' Stealth checks), he waits for another opportunity to warn the chitines and busies himself with some other task.

If the characters spy on Fjorin's meeting with the chitine scouts, read:
Two spiderlike humanoids creep out of the shadows and confront the dwarf. Fjorin seems somewhat unnerved and clears his throat. "I got no further use for these adventurers. Go get reinforcements, and be quiet about it. I'll distract 'em."

Fjorin tries to make good on his promise by preoccupying the characters until the chitines arrive, asking them questions about their previous heroic exploits and telling them a story.

If the characters are willing to listen to Fjorin's story, read:
"It's pretty obvious that a comet crashed into the world and carved the valley around us. Nothing else could've caused such upheaval. And wherever there are comets, there's adamantine. It was only a matter of time before I found it. Problem is, the mountains nearby are full of orcs, ogres, and giants, an' every winter they come down and make trouble. That's why I built this fortress, to hold 'em off and protect my investment.

"Last winter was the worst. The ogres and giants pounded the fortress with rocks an' caused the whole second floor to collapse. You can see what they did to the shield wall and catapult, too. A real mess. But we got the last laugh. My guards splashed casks of oil on the hill giant leader and lit him on fire. His screams scared the other ogres and giants and they bolted. The burning giant ran after them, which scared them even more. Never laughed so hard in my life. Haven't seen 'em since. True story."

Fjorin does his best to keep the characters engaged until the chitine reinforcements arrive. Proceed to event 3.

Event 3. The Chitines Are Coming!

Combat Encounter Level 5+ (1,050 XP, not including Fjorin or his constructs)

If Incheb and Sezreth flee into the mines, they return 1d6 + 5 rounds later with a squad of reinforcements led by a chitine web crafter named Viz'l.

Monsters: 1 chitine web crafter (Viz'l), 2 chitine scouts, 1 chitine warrior, 4 chitine grunts. If a scout was slain earlier in the adventure, remove it from this encounter.

Other Creatures: Fjorin Hammermain (dwarf prospector), 2 hammerers, and 2 pulverizers. It's possible that one or more of these creatures were defeated previously, in which case remove them from this encounter.

Read:
Out of the darkness comes a chittering horde of spiderlike creatures, their gleaming eyes filled with hunger and hate.

The chitines have profited from their arrangement with Fjorin, and they aren't prepared to give it up. They regard the characters as food and nothing more, and Fjorin does nothing to stand in their way. In fact, if he can help subdue or kill the characters, he does so to protect his adamantine trove.

Chitine Web Crafter: Viz'l answers to Lurtha and doesn't want to displease her. He doesn't trust Fjorin one bit, but he doesn't want to risk the choldrith's anger by betraying the dwarf without permission. Viz'l stays on the fringes of battle and flees if the chitine warrior and grunts are slain.

Chitine Web Crafter	Level 6 Controller
Medium natural humanoid (spider)	XP 250
HP 72; **Bloodied** 36	**Initiative** +7
AC 19, **Fortitude** 17, **Reflex** 18, **Will** 16	**Perception** +10
Speed 6, climb 6 (spider climb)	Darkvision

Standard Actions

Spear (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 2d8 + 5 damage, and the target is slowed until the end of the web crafter's next turn.

Poisoned Web Orb (poison) ✦ **At-Will**
Attack: Ranged 5 (one creature); +11 vs. AC
Hit: 2d10 + 3 poison damage, and the target is slowed until the end of the web crafter's next turn.

Web Ball ✦ **Recharge** ⚅ ⚄ ⚃
Attack: Ranged 5 (one creature); +9 vs. Reflex
Hit: 2d10 + 5 damage, and the target is restrained (save ends).

Wall of Webs ✦ **Encounter**
Effect: The web crafter creates an area wall 6 within 10 squares that lasts until the end of the encounter or until the wall is destroyed. The wall can be up to 3 squares high. The wall is blocking terrain, and it can be attacked. Any creature adjacent to the wall that hits it with a melee attack is immobilized (save ends). The wall has the web crafter's defenses, and each square of the wall has 10 hit points. The wall has vulnerable 5 fire.

Move Actions

Web Line ✦ **Encounter**
Requirement: The web crafter must be climbing.
Effect: The web crafter flies up to 5 squares.

Skills Acrobatics +12, Stealth +12

Str 15 (+5)	**Dex** 18 (+7)	**Wis** 15 (+5)
Con 16 (+6)	**Int** 13 (+4)	**Cha** 10 (+3)

Alignment chaotic evil **Languages** Common, Elven
Equipment spear

Chitine Scouts: Incheb and Sezreth look for opportunities to attack with combat advantage. They also circle around to attack soft targets in the rear. If Fjorin is threatened, they come to his aid and try to create an avenue for him to escape.

Chitine Warrior and Grunts: The warrior leads the grunts into melee combat. These chitines prefer to gang up on one or two enemies at a time.

Chitine Warrior	Level 5 Brute
Medium natural humanoid (spider)	XP 200
HP 72; **Bloodied** 36	**Initiative** +5
AC 17, **Fortitude** 17, **Reflex** 18, **Will** 16	**Perception** +3
Speed 6, climb 6 (spider climb)	Darkvision

Standard Actions

Dagger (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 3d4 + 5 damage.

Flying Dagger (weapon) ✦ **At-Will**
Attack: Ranged 5/10 (one creature); +10 vs. AC
Hit: 3d4 + 5 damage.

Four Blade Strike (weapon) ✦ **At-Will**
Effect: The warrior makes the following attack four times.
Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d4 + 3 damage.

Move Actions

Web Line ✦ **Encounter**
Requirement: The warrior must be climbing.
Effect: The warrior flies up to 5 squares.

Skills Acrobatics +10

Str 15 (+4)	**Dex** 16 (+5)	**Wis** 13 (+3)
Con 12 (+3)	**Int** 8 (+1)	**Cha** 10 (+2)

Alignment chaotic evil **Languages** Common, Elven
Equipment 8 daggers

Fjorin: The dwarf prospector didn't survive this long by throwing himself into battle. He avoids combat but will make coup de grace attacks against dying characters. Otherwise, he commands his constructs to attack the adventurers and protect him against their reprisals.

If he is bloodied, Fjorin withdraws to area 8, where he makes his final stand.

4 Chitine Grunts	Level 5 Minion Brute
Medium natural humanoid (spider)	XP 50 each
HP 1; a missed attack never damages a minion.	**Initiative** +4
AC 17, **Fortitude** 17, **Reflex** 17, **Will** 16	**Perception** +3
Speed 6, climb 6 (spider climb)	Darkvision

Standard Actions

Daggers (weapon) ✦ **At-Will**
Attack: Melee 1 (one or two creature); +10 vs. AC
Hit: 6 damage.

Flying Dagger (weapon) ✦ **At-Will**
Attack: Ranged 5/10 (one creature); +10 vs. AC
Hit: 8 damage.

Move Actions

Web Line ✦ **Encounter**
Requirement: The grunt must be climbing.
Effect: The grunt flies up to 5 squares.

Triggered Actions

Dying Shriek ✦ **Encounter**
Trigger: The grunt drops to 0 hit points.
Effect (Immediate Interrupt): Each enemy adjacent to the grunt takes a -2 penalty to all defenses until the end of the enemy's next turn.

Str 15 (+4)	**Dex** 14 (+4)	**Wis** 12 (+3)
Con 10 (+2)	**Int** 8 (+1)	**Cha** 9 (+1)

Alignment chaotic evil **Languages** Common, Elven
Equipment 4 daggers

Event 4. Hostile Negotiation

Roleplaying Encounter or Combat Encounter
Level 6 (1,200 XP)

This encounter occurs if the characters venture deep into Fjorin's mine. Before they reach the chitine's subterranean cavern, they come to a small cavern inhabited by a choldrith named Lurtha. This encounter does not have an accompanying map; simply draw a cavern roughly 50 feet across, with 10-foot-wide mine tunnels leading to and from it.

Light: None.

Monsters: 1 choldrith (Lurtha), 3 chitine warriors, 8 chitine grunts. Lurtha stands in the middle of the cavern. The chitine warriors stand adjacent to the

Choldrith	**Level 8 Controller (Leader)**
Large natural humanoid (spider)	XP 350
HP 90; **Bloodied** 45	**Initiative** +6
AC 22, **Fortitude** 19, **Reflex** 21, **Will** 17	**Perception** +14
Speed 6, climb 6 (spider climb)	Darkvision

Standard Actions

Claws (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 poison damage, and the target is immobilized until the end of the choldrith's next turn.

Web ✦ **At-Will**
Attack: Ranged 5 (one creature); +11 vs. Reflex
Hit: 1d10 + 7 damage, and the target is restrained until the end of the choldrith's next turn.

Shadow Spider Curse (poison) ✦ **At-Will**
Attack: Ranged 10 (one creature); +11 vs. Will
Hit: 2d10 + 5 poison damage, and the target grants combat advantage to spiders (save ends).

Choking Vapors (poison, zone) ✦ **Encounter**
Attack: Area burst 1 within 10 (creatures in the burst); +11 vs. Fortitude
Hit: 2d6 + 4 poison damage, and ongoing 5 poison damage (save ends).
Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 poison damage. An enemy can take this damage only once per turn.

Triggered Actions

Spider Queen's Enforcer ✦ **At-Will**
Trigger: An ally within 5 squares of the choldrith misses with an attack roll.
Effect (Immediate Interrupt): The triggering ally takes 5 damage and rerolls the attack roll.

For the Spider Queen ✦ **Recharge** when first bloodied
Trigger: A melee or ranged attack hits the choldrith.
Effect (Immediate Interrupt): The triggering attack instead hits one of the choldrith's adjacent allies.

Skills Acrobatics +10

Str 15 (+4)	**Dex** 16 (+5)	**Wis** 13 (+3)
Con 12 (+3)	**Int** 8 (+1)	**Cha** 10 (+2)

Alignment chaotic evil **Languages** Common, Elven
Equipment 8 daggers

choldrith and the grunts cling to the walls and ceiling, ready to rush forth on the choldrith's command.

When the characters reach the mine cavern, read:
The rough-hewn tunnel breaks into a natural cavern before resuming its steady descent. The cavern's dimensions are difficult to gauge because the entire cavity is filled with webs, and moving among them are several spidery shapes.

A chilling female voice fills the gossamer gloom. "Have you come to die?"

The cavern is 30 feet high, 50 feet in diameter, and filled with webs that do not hinder movement. A creature completely obscured by webs gains partial concealment against attacks by nonadjacent creatures. A character carrying a torch or other open flame automatically clears one adjacent square of webbing at the start of his or her turn. A large blast or burst of fire, such as that created by a *burning hands* or *fireball* spell, clears all squares in its area of effect.

The voice belongs to Lurtha, who stands in the middle of the cavern but has partial concealment from the webs that partially obscure her monstrous form. The characters can either negotiate with the choldrith or attack her. Lurtha has already forged one agreement with Fjorin Hammermain, and she's not averse to hearing what the characters have to offer.

Lurtha doesn't want anyone from the surface getting near the cavern she calls home. As long as the characters present no clear and present threat to her dominion, she's willing to let them live, provided they offer her something in exchange for their lives.

If the characters question Lurtha about her arrangement with Fjorin, read:
"The dwarf provides food in exchange for the adamantine ore he craves. We were foolish to think our bargain would last."

If the characters ask Lurtha what she wants, her response is short and sweet:
"Food would be nice. Treasure will also suffice."

The choldrith is willing to accept treasure equivalent to 500 gp per character, but she much prefers food. The amount of food is negotiable, but rations aren't to her liking. She settles for one member of the party, or a worthy substitute.

If the characters offer Fjorin (alive or dead) as food, read:
"That is acceptable. Clearly our arrangement with the dwarf has come to an end. Leave Fjorin with us."

If Fjorin is present and conscious for this negotiation, he protests any arrangement that threatens his well-being and pleads with the characters to spare his life, making outrageous promises while screaming, "I have a wife!"

If the characters ask what happened to the last group of adventurers whom Fjorin betrayed, Lurtha replies:
"We ate them. They were scrumptious."

If the characters offer to take over Fjorin's operation, Lurtha replies:
"Fjorin has proven that surface dwellers are not to be trusted. We can control one greedy dwarf . . . we cannot control you. Leave us, and never return."

The natural xenophobic tendencies of the choldrith and her chitine allies cannot be overcome in this encounter. Under no circumstances will Lurtha agree to harvest more adamantine ore for the characters' benefit, but she doesn't care what happens to the ore in Fjorin's Foothold.

If the characters threaten to collapse the entrance to the mine, Lurtha replies:
"Then things will be as they were."

The choldrith and her chitine brood have no plans to invade the surface realms and prefer to be left alone. Sealing the mine is the safest way to ensure that the spiderfolk no longer pose a threat. The characters can use the casks of alchemist's fire in area 6 to trigger a tunnel collapse, or they can devise some other method of sealing off the mine.

If the characters slay Lurtha and her retinue, they can follow the mine tunnel to the chitines' cavern—a vast area filled with immense spires of hardened webbing. From here, numerous passages lead to hidden veins of adamantine and other dark realms. Hundreds of chitines live in the cavern, and any direct assault against their home is met with swift and brutal retaliation. It's doubtful that invaders will live to see the light of day—unless, of course, you wish to use the party's assault (and eventual capture) as the beginning of a prolonged Underdark campaign.

Tactics

Lurtha and the chitines are not spoiling for a fight, but if combat erupts they are prepared.

Choldrith: Lurtha keeps at least one chitine warrior adjacent to her at all times, so that she can deflect melee and ranged attacks using *for the spider queen*. She prefers to stay behind the warriors and make ranged attacks. If Lurtha dies, all remaining chitines are demoralized and attempt to flee.

Chitine Warriors: The warriors use *four blade strike* as often as possible, preferring to focus on one enemy at a time. If one of them misses with an attack, the choldrith might allow it to reroll the attack using her *spider queen's enforcer* triggered action.

Chitine Grunts: The grunts spider climb along the walls and ceiling, attacking from above.

Concluding the Adventure

Once the characters learn Fjorin's secret, they must decide whether to interfere with the dwarf's mining operation. If Fjorin dies, the heroes can return his corpse to Sharda to collect a reduced reward. If they sacrifice Fjorin to the chitines, they can still collect the reward by returning with proof that they found Fjorin—his hat and boots, for example. If they tell Sharda about Fjorin's deal with the chitines, she pays them a little extra not to speak the truth in public—to preserve her husband's reputation and to spare the Hammermain clan the humiliation brought on by Fjorin's unscrupulous actions.

The chitines pose no threat to the surface realms. They become nervous if the characters remain in Fjorin's Foothold; the spiderfolk don't like the idea of surface dwellers lingering too close to their subterranean demesne, and their xenophobic tendencies inevitably provoke a violent confrontation unless steps are taken to collapse the mine tunnel.

If the characters lay claim to Fjorin's Foothold or the adamantine ore within, Fjorin's wife might become a recurring antagonist in your campaign. Characters who take control of the foothold must also contend with the orcs and giants that live in the mountains. Fjorin's tale about the fire-scarred giant was true, and this enraged giant might someday return to destroy what's left of the dwarven stronghold.

About the Authors

While designing maps for the *Map Pack: Shattered Keeps* accessory, Chris thought it might be fun to design an adventure around one of them and drafted Aeryn to help out. Both Chris and Aeryn are frequent contributors to *Dungeon*.

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Tears of the Crocodile God

A D&D® adventure for characters of levels 15-17

By Will Doyle

Illustrations by William O'Connor, Robbie Trevino, Goran Josic, and John Stanko

Cartography by Mike Schley

Every year before the floods, the immortal high priest Nephalot feeds a few of Bansouk's eldest children to the Crocodile God—an immense, sacred crocodile adorned with jewels. Those who perish in his Weeping Labyrinth grant new life to the deity, ensuring a plentiful harvest for the seasons to come and securing their place in paradise—or so the high priest says.

Lured by the promise of gold and glory, a group of adventurers breaks into the labyrinth on the holy day of sacrifice. Even with the children of Bansouk fighting alongside them, they must call on every ounce of cunning they possess to survive. Will they triumph, or will they drown in the tears of the Crocodile God?

This adventure can be adapted for any campaign setting.

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Adventure Background

The Cult of the Crocodile has ruled Bansouk for a thousand years. Fattened by human sacrifices, the deathless Crocodile God pacifies the spirits of the river, keeping the floods at bay and the soil fertile. The wicked high priest Nephalot interprets its mystic wishes, and for his devotion, the god long ago bestowed upon him the gift of immortality.

Nephalot oversaw the construction of the Weeping Labyrinth—a maze of traps and puzzles encircling the Crocodile God's sunken lair. Every summer, the cult chooses four teenagers and feeds them to the crocodiles in the labyrinth as tribute. Spectators travel for miles to attend the killings, eager to hear of Nephalot's latest deathtraps and lay their bets on who will die first.

The Cult of the Crocodile keeps a terrible secret known only to the high priest and a handful of his most trusted followers: The Crocodile God does not really exist. When one "sacred" crocodile dies, the priests simply fish another dumb giant from the river to take its place. The blood of Bansouk's children does nothing to placate their deity; instead, it grants immortality to the high priest—at least it did until recently. Over the last few months, Nephalot's body has begun to crumble, while the scales of his sacred crocodile have taken on a divine luster. A primal power that greedily siphons the magic from his sacrifices is now growing inside the beast. After a millennium of lies, Bansouk's Crocodile God has suddenly become very real.

Mummifying his own limbs to stay alive, Nephalot hatches a desperate plot to rid himself of the crocodile. Prevented from killing it by the blind faith of his followers, he decides to trick others into doing so on his behalf. When he throws the next group of children into the labyrinth, Nephalot plans to ensure that a group of adventurers breaks in with them—and slays the Crocodile God!

Treasure

This adventure uses the treasure parcel system and assumes a 15th-level party composed of five PCs. Use the following key for allocating the treasure parcels:

- **Parcel 1:** Crocodile God's Lair (area 13)
- **Parcel 2:** Howling Hunt (area 6)
- **Parcel 3:** Nephalot's Quarters (area 14)
- **Parcel 4:** Mold King's Throne (area 8)
- **Parcel 5:** Crocodile God's Lair (area 13)
- **Parcel 6:** Crocodile God's Lair (area 13)
- **Parcel 7:** Stonefall (area 5)
- **Parcel 8:** Drowning Vault (area 4)
- **Parcel 9:** Crocodile God's Lair (area 13)
- **Parcel 10:** Hag's Lair (area 7)

Choose magic items appropriate for your own group where specified. Ritual scrolls and ritual components found as treasure are designed for use within the dungeon and do not count toward treasure parcels.

Adventure Hooks

Below are three possible scenarios for luring the characters to the labyrinth. In every case, a trickster hired by Nephalot approaches the party and provides a sketch map of the labyrinth's hidden entrance. Once this task is complete, the high priest strangles the trickster to ensure his silence.

Treasure

The Cult of the Crocodile demands heavy tithes, which the priests hoard in a treasury at the heart of the labyrinth. A traveling merchant tells of a secret entrance accessible only during the hour of sacrifice. Too old to brave the dungeon himself, he offers to help the heroes break inside for a share of the treasure.

Rescue

The old man has walked for miles to find the heroes. Yesterday the priests chose his eldest child for sacrifice, and tomorrow she dies in the Weeping Labyrinth—the latest victim of the cruel Crocodile God. He has no reward to offer because the cult takes everything he earns. All he has is a father's love for his daughter, and soon, even that shall turn to bitter grief.

Slay the Crocodile God

Last year's droughts exposed the Crocodile God as a mockery. The elders have met in secret and decided to send an emissary in search of champions. Killing the Crocodile God will galvanize Bansouk's resistance and put an end to a thousand years of misrule. The townsfolk will revere the slayers as gods, and pledge their allegiance forevermore.

Exploring Bansouk

Bansouk is an ancient town built on the banks of a crocodile-infested river. Its people are fishers and farmers—simple folk living at the mercy of storm and tide. Their children dread the labyrinth but know that the Crocodile God weeps for the slain sacrifices when it carries their souls to paradise. Those who fight hardest against death in the god's jaws epitomize the town's survival spirit, making the killings a much-celebrated event.

Gathering Information

Over the centuries, loose tongues have whispered many of the labyrinth's darkest secrets to the public, but speculation is still rife. An evening spent in Bansouk uncovers many rumors, few of which are

BANSOUK

Bansouk is the seat of the Cult of the Crocodile. Each year, the town gives up some of its young to keep the land fertile.

Population: Approximately 4,500 humans. The Cult of the Crocodile accounts for almost a quarter of the population; the rest serve as bonded laborers.

Government: Theocratic law is absolute, with Nephalot's spies ensuring that any dissent is swiftly crushed.

Inns and Taverns: The best inns are located in the market district, a maze of dusty streets shielded from the sun by colorful canvases. Bustling traveler camps spring up outside the gates to cater to the swollen population during the busy holiday period.

Supplies: Bansouk has no permanent shops. Traveling merchants hawk their wares on the street, creating a riot of competing voices.

Temples: Nephalot forbids the worship of other deities inside Bansouk, and his temple offers no services to outsiders. Travelers must hide their holy symbols from view lest the enforcers tear the offending objects from their throats.

Cult of the Crocodile: Cult enforcers maintain a heavy street presence throughout the holiday. Each of these fanatics must endure a ceremonial crocodile bite to join the cult, then slay the crocodile in ritual combat. The bigger the enforcer's scars, the larger the crocodile he or she defeated.

Cult priests are ritual casters or werecrocodiles created by Nephalot's sorcery and have no direct divine powers. Most received their indoctrinations as children and now live in stone villas above Bansouk's slums.

The cult relaxes its strict laws when strangers are in town, but the most important edicts still stand: Never kill a crocodile in sight of the town, and never dine on one's divine flesh. The punishment for defying either of these laws is death.

entirely reliable. For any character who succeeds on a DC 22 Streetwise check, use the following table to determine the results of inquiries.

1d12	Rumor
1	If you cover yourself in mud, the tomb's guardians won't see you. (False)
2	Three ritual scrolls must be combined to open the lair of the Crocodile God. (True)
3	The killings usually feature a treasure chest filled with rot grubs. (False)
4	An undead giant who is almost impossible to kill guards the inner sanctum. (True)
5	The Crocodile God spares those who steal the garlands from other sacrifices. (False)
6	Lighting the runewheels shows the current position of each sacrifice. (True)
7	The guardian of the inner sanctum can't see you if you look away from it. (False)
8	Drinking from the mouth of a crocodile statue restores lost vitality. (True)
9	Drinking from the rivers makes you immune to petrification. (False)
10	Each section of the labyrinth is associated with a different creature. (True)
11	The river of fire oil leads to a hidden treasury. (False)
12	Nephalot wears a golden mask in public, and people whisper that he's dying. (True)

Weeping Labyrinth

The Weeping Labyrinth is a muddy maze crawling with biting insects. The air is rank and humid, and the whole place drips with brackish water. Crocodile carvings cover every inch of stonework.

Unless stated otherwise, ceilings are 10 feet high inside passageways and 20 feet high in rooms. Darkness cloaks most of the labyrinth; exceptions are noted in the area descriptions.

Breaking into the Labyrinth

The Weeping Labyrinth lies directly beneath the Temple of the Crocodile—a vast, thatched hall built on the banks of Bansouk's river. At the appointed hour, Nephalot's sacrifices are pitched screaming into the labyrinth through hatches in the temple floor, while thousands of bloodthirsty spectators watch.

The traitor's map instructs the adventurers to break in through the crocodile pens just prior to the killings, after the priests release the reptiles into the labyrinth. With the townsfolk packed inside the temple, the heroes can swim undetected through the empty pens to the water gates at area 1.

Biting Insects

Any bright lights immediately attract swarms of wheeling, bothersome bugs. Any character carrying a light source takes a -1 penalty to all attack rolls and skill checks because of this distraction.

The presence of so many biting insects also makes it difficult to take an extended rest, so characters can recover only half their healing surges if they camp here.

Common Features

The following features are found throughout the labyrinth.

Crocodile Fonts

These fonts provide magical healing, granting Nephalot's victims a chance to recuperate between horrors.

When the heroes first approach a font, read:
The stone head of a crocodile juts from the wall here, its mouth filled with glowing golden liquid. Stone tears seem to well from the crocodile's eyes.

Drinking from a crocodile font heals a character to full hit points, and it also restores two healing surges and one spent daily power. The magic works only when a character drinks water directly from the font.

One of the statue's eyes lights up when the first creature begins to drink from it, and the other eye lights when a second creature takes a drink. Any attempt to drink while both eyes are illuminated triggers a trap, causing the jaws to snap shut. Even after a given font's jaws have closed, characters can still gain a few additional doses by wedging them open.

A DC 22 Arcana check or Religion check allows a character to ascertain the font's healing properties.

Crocodile Font — **Level 15 Trap**
Object — XP 1,200

Detect Perception DC 22 — **Initiative** –
HP 30
AC 25, **Fortitude** 25, **Reflex** 5, **Will** –
Immune cold, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage

Triggered Actions

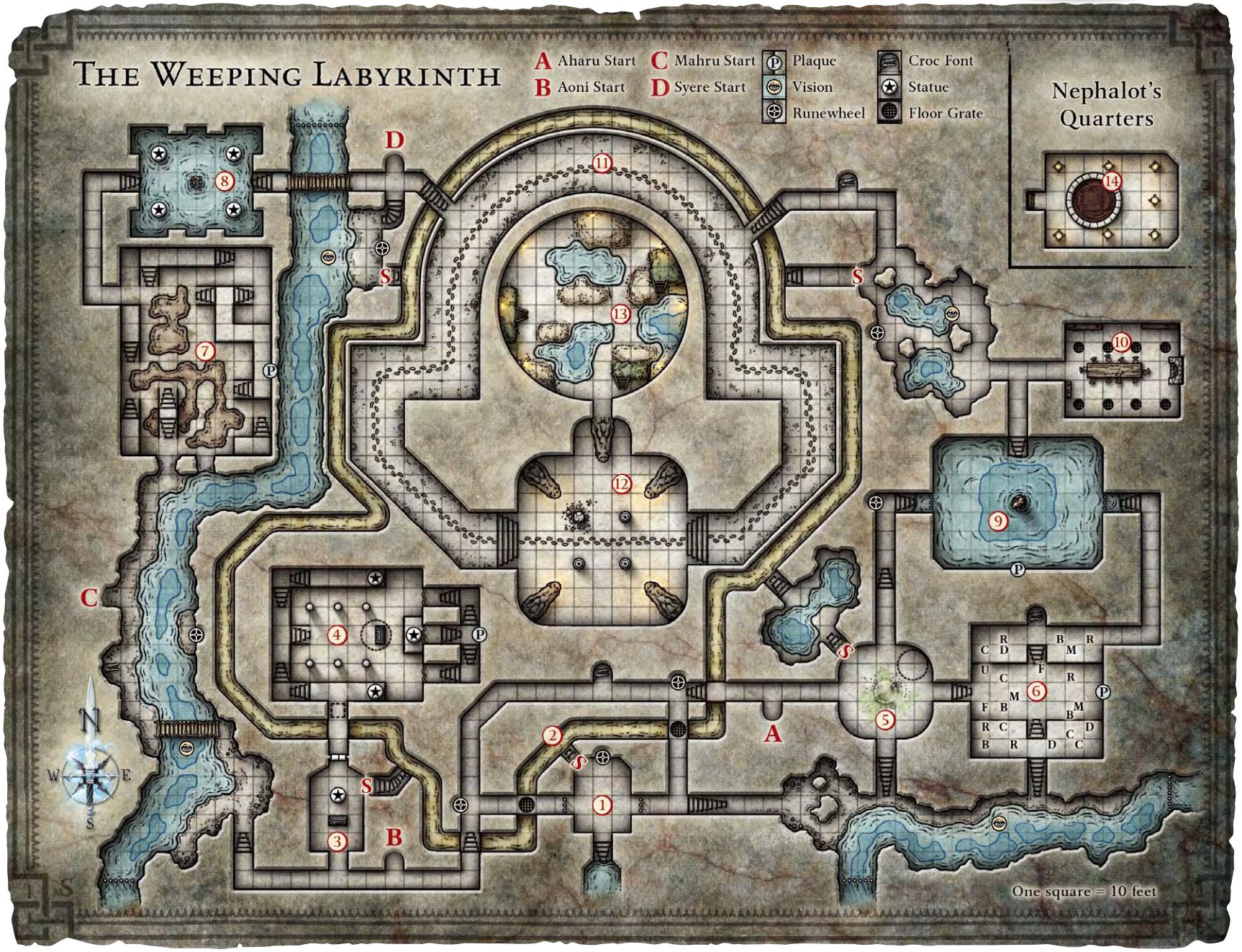
† Snapping Jaws ✦ At-Will
Trigger: A creature drinks from the font after both eyes have been lit.
Attack (Immediate Reaction): Melee 1 (the triggering creature), +18 vs. Reflex
Hit: 3d10 + 10 damage, and the target takes ongoing 10 damage and is restrained (save ends both).
Miss: Half damage.
Special: While the trap restrains a creature, the font cannot be used and the trap cannot attack.

Countermeasures

✦ **Destroy:** Reducing the font to 0 hit points or fewer not only destroys the trap, but also neutralizes the font's healing properties.
✦ **Disable:** Dungeoneering or Thievery DC 30 (standard action). *Success:* The character wedges the jaws open, allowing the font to be used up to three more times. *Failure (25 or lower):* The character triggers the trap.

Dreams of the Crocodile God

The Crocodile God confounds the adventurers with cryptic visions while they explore the labyrinth. These visions ultimately reveal that Nephalot tricked


The Weeping Labyrinth
A Aharu Start
B Aoni Start
C Mahru Start
D Syere Start
Plaque
Vision
Runewheel
Croc Font
Statue
Floor Grate
Nephalot's Quarters
One square = 10 feet
N
W
E
S

the adventurers into entering this place. The visions appear as haunting reflections on the surface of underground pools and rivers, or as images dancing in the spray of small waterfalls.

Reveal the following visions when the characters reach the marked points on the map. Each vision occurs only once.

For the first vision, read:
Dozens of ragged worshipers press their foreheads to the ground before a giant crocodile adorned in jewels. The silhouette of the high priest hovers high above, subtly manipulating the crocodile's body with his hands like a puppeteer. The folds of his cloak partially conceal a dried-up riverbed filled with dead crocodiles, their carcasses crawling with flies and maggots.

For the second vision, read:
The high priest sits on a throne of human bones, while stars swirl rapidly through the sky, as if whole seasons were passing like mere moments. A jeweled crocodile sprawled at the priest's feet rapidly ages, dies, and is consumed by maggots. Another crocodile takes its place, suffers the same fate, and yields its favored spot to another crocodile, and then another. As his own skin ages, the high priest washes his wrinkles away with blood scooped from a skull of a human child.

For the third vision, read:
The grinning face of the high priest looks out through a shower of human blood. Etched on his forehead is a ring of four glowing runes, which fade out one by one, plunging his face into shadow. As each goes out, it reappears in blazing splendor on the forehead of the crocodile god. The creature's eyes gleam with primal cunning, and falling lotus petals litter its scales.

The adventurers do not experience any more visions after this third one until they reach the lair of the Crocodile God at area 13.

Pools and Rivers

Murky water floods many locations here. Squares of shallow water count as difficult terrain for creatures lacking a swim speed, and deep water requires all creatures to swim.

The river running through the labyrinth is slow-moving and infested with crocodiles. Adventurers exploring nearby may fall prey to these beasts:

River Crocodile	**Level 13 Minion Soldier**
Medium natural beast (reptile)	XP 200
HP 1; a missed attack never damages a minion.	**Initiative** +11
AC 29, **Fortitude** 26, **Reflex** 24, **Will** 25	**Perception** +10
Speed 4, swim 8	Low-light vision
STANDARD ACTIONS	
⊕ **Bite** ✦ **At-Will**	
Requirement: The crocodile must have no creature grabbed.	
Attack: Melee 1 (one creature), +18 vs. AC	
Hit: 10 damage, and the crocodile grabs the target (escape DC 20).	
ǂ **Crushing Jaws** ✦ **At-Will**	
Effect: Melee 1 (one creature grabbed by the crocodile); the target takes 15 damage.	
Skills Stealth +14	
Str 22 (+12) **Dex** 17 (+9) **Wis** 19 (+10)	
Con 19 (+10) **Int** 3 (+2) **Cha** 7 (+4)	
Alignment unaligned **Languages** –	

Runewheels

Nephalot placed these magic wall dials to help the sacrifices locate one another. A giant runewheel also burns in the temple hall above, revealing the exact moment each sacrifice dies.

When the characters see a runewheel, read:
A large stone dial is carved into the wall here above an unlit basin of oil. Spaced around the dial's perimeter are four arcane runes.

A character who inspects the runewheel and succeeds at a DC 29 Arcana check realizes that the runes' purpose is to channel life force from human sacrifices. Divination magic suffuses the runewheel, activating when anyone lights the oil in the basin.

The priests tattoo each sacrifice with one of the runes shown here. When the oil is lit, flames rush up through hidden channels in the runewheel to illuminate the runes belonging to the current survivors. The death of a sacrifice extinguishes his or her rune. The runewheels also indicate how close the rune bearers are to the adventurers, based on how brightly the runes of the still-living sacrifices glow.

Secret Doors

Any secret door in the complex is detectable with a DC 23 Perception check. Each door is a hinged slab that grinds open when an adjacent stone in the wall is pressed.

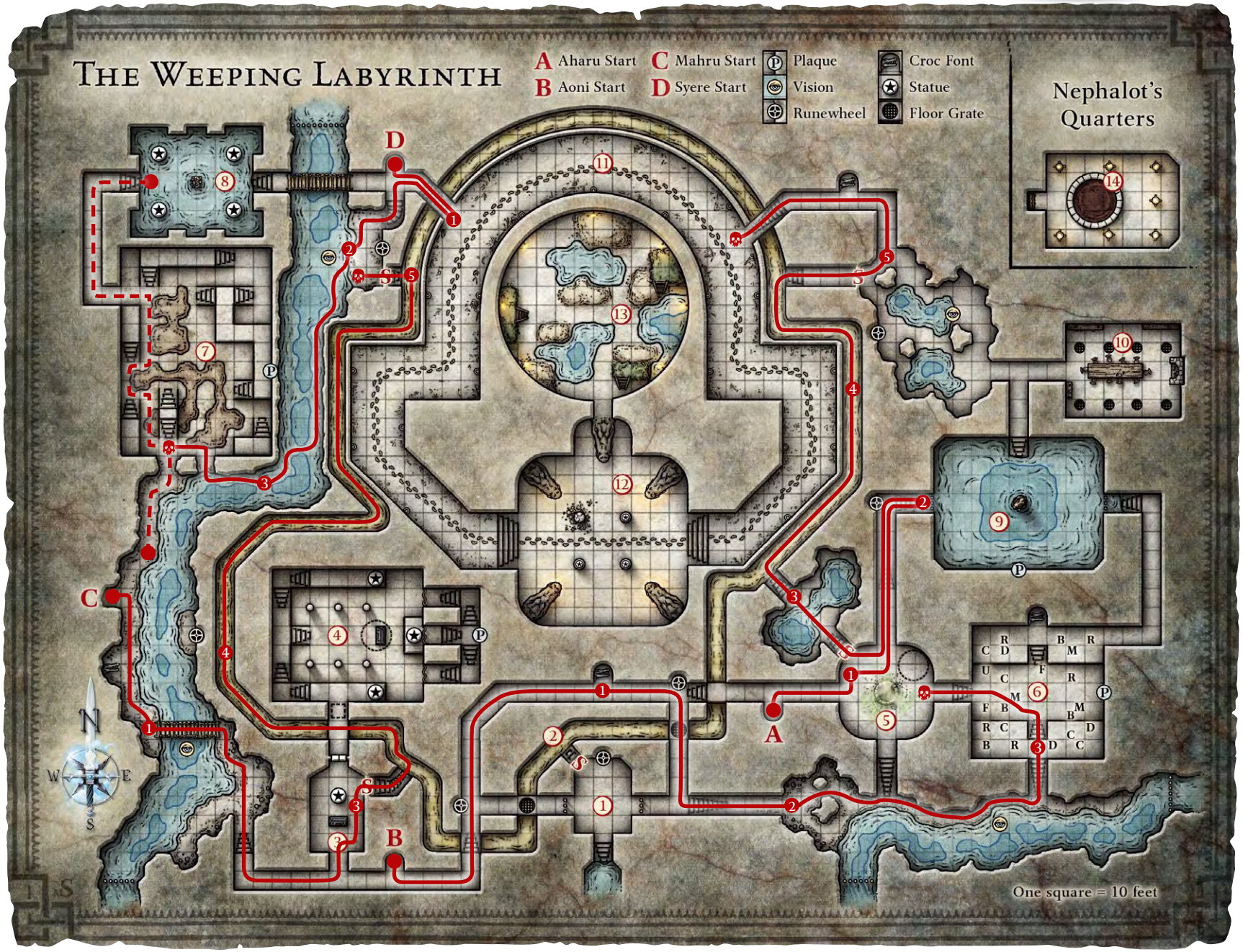
Map Scale

The Weeping Labyrinth is a sprawling complex. Each square on the map represents 10 feet instead of the usual 5 feet.

The Sacrifices

No sacrifice has ever survived the Weeping Labyrinth, yet Nephalot has designed its puzzles to kindle a spark of hope inside the doomed teenagers. The high priest finds that hope sweetens the departing life forces of his sacrifices when his guardians inevitably cut them down.

In this adventure, the four sacrifices enter the labyrinth at positions A, B, C, and D, as shown on the map of the complex, and they advance along the


The Weeping Labyrinth
A Aharu Start
B Aoni Start
C Mahru Start
D Syere Start
Plaque
Vision
Runewheel
Croc Font
Statue
Floor Grate
Nephalot's Quarters
One square = 10 feet

routes marked in red. Move them whenever the party completes an encounter, bringing them into play only if the characters move ahead of them en route to their next waypoint. Desperate to survive, the sacrifices gladly join the party as henchmen if requested. (Use the statistics provided below.) Each sacrifice also has a special trait, noted in his or her description.

4 Sacrificial Victims Level 15 Minion Skirmisher
Medium natural humanoid, human XP 300 each

HP 1; a missed attack never damages a minion. **Initiative** +11
AC 29, **Fortitude** 26, **Reflex** 27, **Will** 28 **Perception** +10
Speed 6

Standard Actions

⊕ **Short Sword** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 11 damage, and the victim can shift 1 square.

Triggered Actions

Survivor Spirit ✦ Encounter
Trigger: The victim drops to 0 hit points.
Effect (No Action): The victim instead falls prone and is dazed until the end of its next turn, staying at 1 hit point. If the victim takes more damage before then, it dies.

Skills Stealth +14
Str 13 (+8) **Dex** 15 (+9) **Wis** 17 (+9)
Con 13 (+8) **Int** 10 (+7) **Cha** 14 (+8)
Alignment unaligned **Languages** Common
Equipment short sword, lantern, garland of lotus flowers

Aoni

This bullheaded teenager leads the "mud ghosts"—a splinter cell of the Cult of the Crocodile whose members feed hapless travelers to the river. Aoni secretly hopes to murder the other sacrifices and then throw herself upon her god's mercy.

Traits

☼ **Footpad's Lure ✦ Aura** 1
Enemies in the aura grant combat advantage to Aoni and her allies.

Mahru

Mahru's tongue was hacked off for insulting a cult priest. Small but strong, Mahru focuses on staying alive and striking back at the cult, no matter what the cost.

Traits

Rebel Fury
Mahru gains a +2 power bonus to melee weapon damage for each ally adjacent to him, up to a maximum of +6.

Syere

If you're using the "Rescue" hook, Syere is the daughter named by Nephalot's agent.

Syere sees things others miss, but she can't last long in the labyrinth on her own. Unless the adventurers intervene, the filth hag in area 7 kills Syere, then moves on in her form. If the hag joins the party, she waits patiently for the perfect opportunity to betray the heroes—if possible, striking when they're at their weakest.

Traits

☼ **Second Sight ✦ Aura** 3
Allies in the aura gain a +5 bonus to passive Perception, and can roll twice for Perception checks and take the higher result.

Aharu

Worried about the young crocodile herder's growing fearlessness, Aharu's own stepfather nominated him for sacrifice. Aharu's steely determination to survive makes him a strong contender for last survivor.

Traits

☼ **Brutal Assist ✦ Aura** 1
If an enemy in the aura is hit by a melee attack, the enemy takes 5 extra damage.

Entry Section

The cult traditionally posts enforcers here to ensure that the sacrifices don't go to ground. If one does, the enforcers can use the hidden river of naphtha to reach them within minutes.

1. Poisoned Guards

Exploration Encounter

Nephalot murdered the guards stationed here to ensure that the adventurers could arrive undetected.

Light: None.

When the characters first enter this room, read:
Uneven steps rise from the water to the mouth of a dank stone chamber. Carved into the wall opposite is a large stone dial, its surface thick with moss. Darkened passageways lead off to either side, sealed by iron portcullises.

The bodies of two cult enforcers lie slumped in the shadows, covered from head to foot with swarming ants. Their cause of death isn't immediately apparent, but any character who makes a DC 22 Heal check while examining them notices that they choked on their own bloated tongues. Both carry water skins poisoned with blood of Zehir (see the *Dungeon Master's Guide*®, page 51).

The portcullises leading from this chamber are locked, but a quick DC 15 Search check of the dead enforcers yields the keys.

2. River of Naphtha

Exploration Encounter (XP 1,400)

This unlit, flooded tunnel connects all four sections of the labyrinth. The fluid that flows through here provides fuel to the many runewheels and fire basins in the complex.

Light: None.
Traps/Hazards: Naphtha fumes.

Read:
Flammable oil floods this tunnel to a depth of 3 feet.

Steps descend into the naphtha river at the point shown on the map, and floor grates overlook the stream from bridging passageways. The river of oil counts as difficult terrain throughout.

Adventurers approaching the river become aware of an overpowering alchemical stench recognizable as oil fumes. Prolonged exposure causes dizziness and nausea, and naked flames trigger an immense explosion.

Naphtha Fumes	**Level 16 Hazard**
Terrain	XP 1,400
Detect see Countermeasures	**Initiative** –
Immune attacks	
Traits	
Dizzying Fumes	
If a creature ends its turn in the hazard's square, the creature is dazed until the end of its next turn.	
Triggered Actions	
✧ **Explosion** (fire) ✦ **Encounter**	
Trigger: A creature carrying open flame enters the hazard's square, or the square is in the area of a fire effect.	
Attack (No Action): Close burst 2 (creatures in the burst); +19 vs. Reflex	
Hit: 3d10 + 10 fire damage, and ongoing 10 fire damage (save ends).	
Miss: Half damage.	
Effect: The entire river of naphtha burns for the remainder of the adventure. Any creature that enters the river or starts its turn there takes 10 fire damage and ongoing 10 fire damage (save ends). A creature can take this damage only once per turn.	
Countermeasures	
✦ **Detect:** Dungeoneering or Perception DC 22 (minor action). *Success:* The character knows the hazard's trigger conditions.	

Locust Section

Carvings of crocodiles breathing out clouds of locusts cover the walls of this section.

3. Look-Away Chest

Exploration Encounter

This maggot-filled chest opens only when nobody's looking, forcing sacrifices to reach blindly inside. Hidden among the squirming grubs within is the key to area 4.

Light: None.

When the characters enter this room, read:
A statue of a crocodile priest stands defiantly in the middle of this hall. A filthy blindfold covers his eyes, and his face angles toward a metal chest on the floor. The chest's lid slams shut as soon as you look at it.

The chest magically shuts when in view, but creaks open again when nobody's looking. The statue's gaze also affects it, sealing the lid whenever the blindfold is removed (a clue to surviving the drowning vault in area 4).

Characters approaching the chest while it's open hear a faint squishing noise resulting from the hundreds of maggots squirming about within. The grubs are harmless, and those brave enough to plunge their hands inside can quickly locate the hidden key.

4. Drowning Vault

Combat Encounter Level 15 (7,000 XP)

The key from area 3 opens the locked doors to this chamber.

This room is a trap that seals trespassers inside while water spouts from a magic chest, filling the chamber with water. The chest closes only when it's out of sight, so the heroes are in a race against time to kill the room's guardians and cover the eyes of the three statues.

Light: Bright (torches held by statues).

Monsters: 4 manticore spike hurlers, 3 manticore sky hunters.

Traps/Hazards: Drowning vault.

Drowning Vault	**Level 15 Trap**
Object	XP 1,200
Detect see Countermeasures	Initiative +8
Immune attacks	
Triggered Actions	
Seal the Vault ✦ Encounter	
Trigger: A creature steps onto a stairway.	
Effect (Immediate Reaction): A stone slab crashes down to seal the exit, and the trap rolls initiative. On the trap's next turn, a pillar of stone corkscrews up from the floor, hoisting the chest to balcony level and exposing it to the statues' gaze.	
Flooding Chest ✦ At-Will	
Trigger: A creature or statue looks at the chest.	
Effect (Immediate Reaction): A geyser of water erupts from within the chest, flooding the hall from the ground up at a rate of 2 feet every round.	
Countermeasures	
✦ **Detect:** Perception or Dungeoneering DC 30 (minor action). *Success:* The character notices that the staircase is trapped, and a slab of stone is rigged to seal the exit.	
✦ **Delay:** Athletics DC 25 (standard action). *Requirement:* The character must be adjacent to the chest. *Success:* The character forces the lid down until the start of his or her next turn, delaying the flooding by 1 round.	
✦ **Disable:** The trap resets only when the trigger condition is not met. When the trap resets, the pillar lowers down to the ground, the slab over the exit rises, and grates in the floor open to drain the room of water.	

When the characters enter this room, read:
A wide balcony at the entrance looks down upon a gloomy vault. A sweeping staircase winds down to the floor, and then it curls up to connect to another balcony on the opposite side. A third balcony stands alone on the eastern wall.

Grim statues of crocodile priests gaze imperiously from each balcony, burning torches held in their hands. Three curtained-off passageways exit the room to the east—two at ground level, and one behind the high balcony.

3 Manticore Sky Hunters	**Level 13 Soldier (Leader)**
Large natural magical beast	XP 800 each
HP 130; **Bloodied** 65	**Initiative** +14
AC 29, **Fortitude** 26, **Reflex** 26, **Will** 23	**Perception** +14
Speed 6, fly 8	
Traits	
☼ **Shielding Wings ✦ Aura** 1	
Allies gain a +2 bonus to AC and Reflex while in the aura.	
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d10 + 10 damage, or 2d10 + 12 if the target is marked by the manticore.	
Tail Spike ✦ At-Will	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 2d8 + 6 damage.	
Minor Actions	
Threatening Roar (charm) **✦ At-Will**	
Effect: Close burst 1 (enemies in the burst). The manticore marks each target until the end of the manticore's next turn.	
Triggered Actions	
Defender's Spike ✦ At-Will	
Trigger: An enemy within 5 squares of the manticore and marked by it makes an attack that doesn't include it as a target.	
Effect (Immediate Reaction): The manticore uses *tail spike* against the triggering enemy. This attack does not provoke opportunity attacks.	
Str 23 (+12) **Dex** 22 (+12) **Wis** 17 (+9)	
Con 18 (+10) **Int** 4 (+3) **Cha** 10 (+6)	
Alignment chaotic evil **Languages** Common	

Perception DC 18: The character spots a metal chest in the gloom below. At that moment, the lid of the chest pops open, and a geyser of water erupts from within. The lid snaps shut again when nobody's looking.

Chest

This peculiar chest is a component of a larger trap, which triggers as soon as a character steps onto the staircase. As soon as someone triggers the trap, manticores emerge from behind the curtained-off passages. Nephalot keeps these beasts addicted to mind-bending alchemical salts that distort their view of danger. Thus, they are willing to drown alongside the adventurers for a chance to sup on their blood.

Balconies

The balconies are 30 feet above ground level and have no railings. Each staircase has landings at 10 feet and 20 feet above the ground. Falling into water cushions the blow, so calculate falls as 10 feet less than normal and halve falling damage.

4 Manticore Spike Hurlers	**Level 13 Artillery**
Large natural magical beast	XP 800 each
HP 100; **Bloodied** 50	**Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 26, **Will** 23	**Perception** +14
Speed 6, fly 8	
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 9 damage.	
Tail Spike ✦ At-Will	
Attack: Ranged 10 (one creature); +20 vs. AC	
Hit: 2d8 + 12 damage.	
Spike Volley ✦ At-Will	
Attack: Area burst 1 within 10 (creatures in the burst); +20 vs. AC	
Hit: 2d8 + 9 damage.	
Str 21 (+11) **Dex** 22 (+12) **Wis** 17 (+9)	
Con 16 (+9) **Int** 4 (+3) **Cha** 12 (+7)	
Alignment chaotic evil **Languages** Common	

Wall Plaque

The words "Locusts swarm where toads abide" are carved on this plaque (labeled "P") in archaic Common. This phrase is one of four clues for entering the lair of the Crocodile God.

Treasure

The manticores wear tribal jewelry made from gold and ivory. This grim collection of nose-rings, fang guards, and hair clasps is worth 5,000 gp.

One of the manticores also carries a mithral key on a chain around its neck. This key opens an ornate casket hidden behind the curtains of the eastern balcony. Locked inside is a Stone Shape ritual scroll (*Dragon* 405), along with a jar of ground ankheg mandibles (arcane ritual components worth 150 gp). The mithral casket alone is worth 2,500 gp.

Lizard Section

Carvings of crocodiles swimming through swarms of lizards decorate this section.

5. Stonefall

Exploration Encounter (2,000 XP)

Any object or creature dropped into this well turns to stone. To claim the treasures hidden inside, adventurers must learn to think laterally.

Light: Dim light (faintly glowing vapors).

Traps/Hazards: Medusa statue.

When the characters enter this room, read:
The walls arch upward to form a dark, vaulted dome. Centered on the floor beneath the dome is an old stone well surrounded by hundreds of shattered stone insects. Glowing green vapors rise from the well's depths, filling the air with an unpleasant chemical funk.

Perception DC 21: The character sees a dark hole hidden among the shadowed arches of the ceiling. Most of the petrified insects scattered about the floor lie beneath this hole.

If the characters look into the well, read:
A grotesque statue of a medusa, its eyes burning with smoky emerald fire, clings to the dank inner wall of the well. The statue's hands clutch a silvery casket engraved with crocodiles.

The statue protruding from the inside wall of the well turns any creature that meets its gaze to stone.

The stone insects littering the floor fell down through the well. The hole in the ceiling is in fact a dimensional door connected to the bottom of the well shaft, some 150 feet below. Characters looking through one side of the portal see out of the other (perhaps even glimpsing the distant glow of their own lanterns).

The least dangerous way to get to the casket is to clamber up through the hole in the ceiling (Athletics DC 30) and then climb the slippery well shaft (Athletics DC 25). Characters next to the well can carefully feed ropes down from above to assist the climber, but the ropes count as a climber's equipment and are also petrified if the climber turns to stone. Petrified ropes snap the following round.

Characters who teleport into the well past the statue's eye-line must succeed on a DC 30 Acrobatics check to catch hold of the statue before falling.

Medusa Statue — **Level 18 Trap**
Object — XP 2,000

Detect Perception DC 17 — **Initiative** –
HP 150
AC 25, **Fortitude** 20, **Reflex** 5, **Will** –
Immune cold, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage

Triggered Actions

Petrifying Gaze ✦ **At-Will**
Trigger: A creature moves into the statue's line of sight or starts its turn there.
Attack (No Action): Ranged 5 (the triggering creature); +21 vs. Fortitude.
Hit: The creature and its equipment are petrified.

Countermeasures

✦ **Disable:** Thievery DC 23 (standard action). *Requirement:* The character must be adjacent to the statue. *Success:* The character pries the casket loose, disabling the trap and ending the petrified condition on those affected.

Treasure

The engraved mithral casket is worth 2,500 gp. It contains a scroll of Make Whole (*Player's Handbook*®, page 309) and the rune-stitched thumb of a dwarf (an arcane ritual component worth 100 gp).

6. Howling Hunt

Combat Encounter Level 17 (9,400 XP)

The "howling hunt" arrives in the labyrinth shortly after the first character enters this area. These savage tanarukk warriors have been among Nephalot's best killers since they emerged from his vats ten years ago. Mounted on howlers, they charge through the labyrinth in search of prey to devour.

Light: None.

Monsters: 3 tanarukk steel marauders, 3 howler doom mastiffs, 10 howler dread hounds.

When the heroes enter this room, read:
Several lifelike statues of children stand about this hall, their faces locked in expressions of fear. Though their bodies are stone, each statue clutches a metal shield decorated with a gaudily painted image. Above them, five rusty cages hang by chains from the ceiling.

Give the characters a chance to look around or take a few actions, then bring in the howling hunt.

Shortly after the characters arrive, read:
All of a sudden, a hunting horn sounds from somewhere ahead. As its echoes fade, a cacophony of blood-curdling howls takes its place.

The howling hunt charges into the chamber 1d4 + 2 rounds later, giving the party a brief window of opportunity to prepare for its arrival.

3 Tanarukk Steel Warriors — **Level 18 Soldier**
Medium elemental humanoid (demon), orc — XP 2,000 each

HP 177; **Bloodied** 88 — **Initiative** +13
AC 33, **Fortitude** 30, **Reflex** 29, **Will** 30 — **Perception** +12
Speed 5 — Darkvision
Resist 5 fire

Standard Actions

Broadsword (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +23 vs. AC
Hit: 3d10 + 10 damage.
Effect: The target is marked until the end of the steel warrior's next turn.

Crossbow (weapon) ✦ **At-Will**
Attack: Ranged 15/30 (one creature); +23 vs. AC
Hit: 3d8 + 6 damage.

Burning Cage (fire, weapon) ✦ **Recharge** ⚄ ⁞⁞
Attack: Melee 1 (one creature); +21 vs. Reflex
Hit: 3d10 + 20 fire damage, and the target takes 5 fire damage whenever it enters a square during its turn (save ends).

Triggered Actions

Combat Awareness ✦ **At-Will**
Trigger: An enemy marked by the steel warrior shifts or makes an attack that does not include the steel warrior as a target.
Effect (Opportunity Action): The steel warrior can use *broadsword* against the triggering enemy.

Indomitable Fury
Trigger: The steel warrior drops to 0 hit points for the first time.
Effect (No Action): The steel warrior instead has 1 hit point, and it gains a +2 bonus to attack rolls and a +4 bonus to damage rolls until the end of the encounter.

Skills Athletics +20

Str 22 (+15)	**Dex** 15 (+11)	**Wis** 17 (+12)
Con 25 (+16)	**Int** 8 (+8)	**Cha** 10 (+9)

Alignment chaotic evil — **Languages** Abyssal, Common
Equipment plate armor, heavy shield, broadsword, crossbow, 10 bolts

3 Howler Doom Mastiffs	Level 13 Skirmisher
Large elemental magical beast (mount)	XP 800 each
HP 129; **Bloodied** 64	**Initiative** +12
AC 27, **Fortitude** 25, **Reflex** 25, **Will** 24	**Perception** +9
Speed 8	Darkvision
Traits	
Guarding Spines (mount)	
The doom mastiff's rider gains a +2 bonus to AC.	
Piercing Spines	
Whenever a creature adjacent to the mastiff misses it or its rider with a melee attack, that creature takes 10 damage.	
Standard Actions	
⊕ **Bite** ✦ **At-Will**	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 7 damage.	
⸸ **Loping Bite** ✦ **At-Will**	
Effect: The mastiff shifts up to half its speed and uses *bite*.	
✧ **Terrifying Howl** (fear, psychic) ✦ **Recharge** ⚅	
Attack: Close blast 5 (enemies in the blast); +16 vs. Will	
Hit: The target takes ongoing 10 psychic damage and grants combat advantage (save ends both). The target cannot save against this effect while it is adjacent to any mastiff.	
Str 20 (+11) **Dex** 19 (+10) **Wis** 16 (+9)	
Con 17 (+9) **Int** 9 (+5) **Cha** 13 (+7)	
Alignment evil **Languages** understands Abyssal	

Shatterspell Shields

The statues' shields have one-shot powers that activate when struck. Most direct magical energies back toward the attacker, but others are cursed to hamper their own wielders. The tanarukk warriors know of the shields' powers and attempt to arm themselves with the better ones whenever they get the chance.

The magic shields add the same defense bonuses as normal heavy shields. (The tanarukk already carry such shields, so their defenses don't change when they trade for shatterspell shields.) A user can wield a shatterspell shield effectively without proficiency and ready it with a minor action. A shield's power activates the first time a melee attack misses its wielder, then the shield immediately crumbles to dust.

10 Howler Dread Hounds	Level 9 Minion Controller
Medium elemental magical beast	XP 100 each
HP 1; a missed attack never damages a minion. **Initiative** +7	
AC 23, **Fortitude** 22, **Reflex** 22, **Will** 21	**Perception** +6
Speed 8	Darkvision
Traits	
Piercing Spines	
Whenever a creature adjacent to the hound misses it with a melee attack, that attacker takes 6 damage.	
Standard Actions	
⊕ **Bite** ✦ **At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 6 damage, and the hound slides the target 1 square.	
✧ **Dread Howl** (fear, psychic) ✦ **Encounter**	
Attack: Close blast 5 (enemies in blast); +12 vs. Will	
Hit: 4 psychic damage, and the target grants combat advantage until the end of its next turn.	
Str 15 (+6) **Dex** 17 (+7) **Wis** 14 (+6)	
Con 16 (+7) **Int** 5 (+1) **Cha** 12 (+5)	
Alignment evil **Languages** understands Abyssal	

Black Dragon (B): Creatures within close blast 3 of the wielder take 3d8 + 9 acid damage.

Carrion Crawler (C): The attacker is immobilized until the end of its next turn.

Dungeon Door (D): The wielder is teleported inside one of the crow cages (see below).

Fool (F): The wielder cannot activate magic item powers or benefit from magic item properties until the end of the encounter (this effect includes the shatterspell shields).

Umber Hulk (U): The wielder slides the attacker up to 5 squares, and they are both dazed until the end of their next turns.

Mind Flayer (M): The wielder dominates the attacker until the end of the wielder's next turn.

Rust Monster (R): The attacker's weapons deal 10 less damage until the end of the encounter.

Crow Cages

The cages hang 15 feet above the floor and have no doors. Large or Medium creatures imprisoned within a crow cage are restrained and must bend the bars to escape (Athletics DC 30). Smaller creatures are not restrained but must still bend the bars to escape.

Wall Plaque

This plaque (P) bears the phrase "Lizards never roam"—another clue to entering the lair of the Crocodile God.

Treasure

Nephalot has placed a *friendship bracelet* inside one of the crow cages, granting one of his doomed victims an opportunity to summon allies. The bracelet is currently attuned to all four of the sacrifices.

Friendship Bracelet	Level 18 Uncommon
Four blood-coated pearls are woven into this multicolored leather bracelet.	
Wondrous Item	85,000 gp
Properties	
Each of the bracelet's four pearls can be attuned to a different creature by coating the pearl in the creature's blood and leaving the bracelet under the stars for a night.	
Utility Power (Teleportation) ✦ **Daily** (Standard Action)	
Effect: You teleport one creature currently attuned to the bracelet to a space adjacent to you. The target must be willing to leave its current location and on the same plane as you.	

Snake Section

Stone snakes spill from the mouths of crocodile carvings on the walls throughout this section.

7. Hag's Lair

Combat Encounter Level 17 (8,400 XP)

Old Beshebra lurks in the gunk here with her four "sons." The sons are animated masses of river dreck, crocodile carcasses, and other effluvia that the filth hag has brought to life with her dark magic.

Light: None.
Monsters: 1 filth hag, 4 filth hag sons.
Traps/Hazards: 2 muck pits.

When the characters enter this room, read:
The overpowering stench down here is worse than any charnel house or fetid swamp. Steaming trenches of wet muck crisscross an unevenly shaped hall, creating a maze of slippery walkways. Winding stone staircases, arched bridges, and dripping gantries confound the view and create numerous shadowy places for horrors to hide.

Beshebra crouches beneath one of the staircases, while her sons lurk under the mud (Perception DC 23 to notice when adjacent to a muck pit). The hag waits until the adventurers get close, then ambushes them with her sons.

The Enemy Within

The filth hag greedily devours Syere when she enters this room. Leaving her sons behind to guard their home, she then adopts the young girl's form and carries on.

It is possible, therefore, that the adventurers could enter here with Beshebra already among them, masquerading as Syere. Such a situation would be the perfect time for the hag to strike, luring the adventurers close to her sons and then sloughing off her Syere guise for the attack.

Slippery Floor

Any character traversing more than 3 squares in a single move must succeed on a DC 16 Acrobatics check or fall prone. A character who falls prone adjacent to a muck pit must immediately make a Reflex saving throw or slide inside. The filth hag and her sons are immune to these effects.

Muck Pits

These pits, which count as hazards, are full of cloying slime and entangling refuse.

2 Muck Pits	**Level 12 Hazard**
Terrain	XP 700 each
Detect automatic	**Initiative** –
Immune attacks	
Traits	
Sucking Mud	
Each square of muck costs 3 extra squares of movement to enter. A creature that ends its turn in the muck must succeed on a DC 20 Athletics check or sink 5 feet, to a maximum depth of 20 feet.	
Triggered Actions	
✝ **Choking Filth** (disease, poison) ✦ **At-Will**	
Trigger: A creature starts its turn under the pit's surface. *Attack:* Melee 0 (the triggering creature); +15 vs. Fortitude *Hit:* 3d6 + 9 poison damage. *Effect:* The target contracts cackle fever (*Dungeon Master's Guide*, page 49).	
Countermeasures	
✦ **Detect:** Dungeoneering or Nature DC 20 (minor action). *Success:* The character discerns the hazard's effects.	

Wall Plaque

This plaque (P) bears the words, "Snakes then slide where locusts hide." This phrase is the third of three clues needed to enter the lair of the Crocodile God.

Filth Hag	Level 16 Skirmisher (Leader)
Medium fey humanoid (shapechanger)	XP 1,400
HP 155; **Bloodied** 77	**Initiative** +15
AC 30, **Fortitude** 30, **Reflex** 28, **Will** 26	**Perception** +9
Speed 8 (earth walk)	Low-light vision

Traits

Stench ✦ Aura 2
Enemies in the aura grant combat advantage.

Standard Actions

Filthy Claws (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 2d8 + 5 damage, and ongoing 10 poison damage (save ends).
Effect: The hag shifts up to 4 squares.

Goad Son ✦ Recharge ⚄ ⁞⁞
Effect: Ranged 5 (one filth hag son). The target uses *slam* twice.

Minor Actions

Devour Offspring (healing) ✦ **At-Will** (1/round)
Effect: Ranged 5 (one filth hag son). The target takes 20 damage, and the hag regains 15 hit points.

Change Shape (polymorph) ✦ **At-Will**
Effect: The hag alters its physical form to appear as a crone or young female of any Medium humanoid race until it uses *change shape* again or until it drops below 1 hit point. To assume a specific individual's form, the hag must have seen that individual. Any creature that succeeds on a DC 36 Insight check discerns that the form is a disguise.

Mother's Demand ✦ Encounter
Effect: Ranged 5 (one filth hag son). The target is dazed (save ends), and the hag gains 1 action point.

Skills Bluff +16, Nature +14, Stealth +18

Str 24 (+15)	**Dex** 20 (+13)	**Wis** 13 (+9)
Con 19 (+12)	**Int** 15 (+10)	**Cha** 17 (+11)

Alignment evil **Languages** Common, Elven

Treasure

Adventurers searching through the refuse contract cackle fever (*Dungeon Master's Guide*, page 49). Those who persist unearth a number of treasures that have washed up here: a rotten leather pouch containing three gems (100 gp each), a quartz whistle carved like a scarab beetle (500 gp), a golden Crocodile Cult headdress (1,000 gp), and an ancient locket containing the picture of a dragonborn child (200 gp).

4 Filth Hag Sons	Level 16 Brute
Large fey animate (construct)	XP 1,400 each
HP 191; **Bloodied** 95	**Initiative** +12
AC 28, **Fortitude** 30, **Reflex** 27, **Will** 26	**Perception** +11
Speed 8	Low-light vision
Immune disease, fear, marked, poison	

Standard Actions

Slam ✦ At-Will
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 3d12 + 9 damage.

Son's Ire ✦ At-Will
Requirement: A filth hag within 20 squares of the son must be bloodied.
Effect: The son uses *slam* against two different creatures, with a -2 penalty to each attack roll.

Triggered Actions

Mute Fury ✦ Recharge ⚄ ⁞⁞
Trigger: An enemy within 5 squares of the son hits a filth hag with an attack.
Effect (Immediate Reaction): The son charges the triggering enemy.

Str 25 (+15)	**Dex** 18 (+12)	**Wis** 16 (+11)
Con 21 (+13)	**Int** 3 (+4)	**Cha** 3 (+4)

Alignment unaligned **Languages** –

8: Mold King's Throne

Combat Encounter Level 15+ (6,300+ XP)

A rotten corpse sits on a throne, clutching an enchanted mithral casket. To open the casket, the adventurers must fight through a pack of death mold zombies, hounded all the while by river crocodiles.

Light: None.

Monsters: 8 death mold zombies, 4+ river crocodiles.

Traps/Hazards: 2 death molds (on the throne and statues).

When the characters enter this room, read:

The steps descend into a wide hall flooded with muddy water. A bloated corpse wearing an iron crown slumps on a half-submerged throne in the middle of the room, cradling a silvery casket in its lap. Spaced around the throne stand four statues of Crocodile Cult priests, their limbs encrusted with sagging patches of black mold. Each statue holds aloft a moldy scroll-case.

Dungeoneering or Nature DC 28: The character correctly identifies the death mold and recalls the countermeasures needed to bypass it.

Perception DC 18: The character spots a ring of stone crocodile heads on the eastern wall. Their open maws are dripping with slime.

2 Death Molds	Level 12 Hazard
Terrain	XP 700 each
Detect Perception DC 20	**Initiative** –
Immune attacks	

Triggered Actions

Attack (necrotic) ✦ **At-Will**
Trigger: A living creature enters or starts its turn within 3 squares of the mold.
Attack (Immediate Reaction): Close blast 3 (living creatures in the blast); +15 vs. Fortitude
Hit: 2d6 + 10 necrotic damage. A Small or Medium target reduced to 0 hit points or fewer dies and immediately becomes a death mold zombie. The zombie rolls initiative and acts on its turn.
Miss: Half damage.

Countermeasures

✦ **Dormant:** A character can use a radiant attack power to render the death mold dormant in a target square or squares in the attack's area. No attack roll is necessary. Until the end of the character's next turn, the trigger does not function.

✦ **Destroy:** A character can use a fire attack power to destroy the death mold in a target square or squares in the attack's area. No attack roll is necessary.

The stone heads are pipes to the crocodile pens. Characters approaching the throne trigger an underwater pressure plate (Perception DC 30 to notice when adjacent). This trigger opens the sluices to the nearby crocodile pens, allowing four river crocodiles to slither through every round. The pens contain forty crocodiles—enough to continue this process for 10 rounds.

The death mold zombies hide underwater and rise as one when the crocodile pipes are opened, when a creature moves adjacent to any of them, or when a death mold releases its spores. Crocodiles slain by death mold arise as death mold crocodiles.

8 Death Mold Zombies **Level 12 Brute**
Medium natural humanoid (undead) XP 700 each

HP 147; **Bloodied** 73 **Initiative** +7
AC 24, **Fortitude** 25, **Reflex** 21, **Will** 22 **Perception** +8
Speed 4
Resist 10 necrotic; **Vulnerable** 10 fire

Traits

Dormant Corpse
Whenever the zombie takes radiant damage, it falls prone.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d12 + 12 damage.

Triggered Actions

Spore Burst (necrotic) ✦ **Recharge** ⚄ ⚅
Trigger: An enemy hits the zombie with a weapon attack.
Attack (Immediate Reaction): Close burst 2 (living creatures in the burst); +15 vs. Fortitude
Hit: 3d6 + 12 necrotic damage. A Small or Medium target reduced to 0 hit points or fewer immediately dies and becomes a death mold zombie. The zombie rolls initiative and acts on its turn.

Str 22 (+12) **Dex** 12 (+7) **Wis** 15 (+8)
Con 17 (+9) **Int** 1 (+1) **Cha** 1 (+1)
Alignment unaligned **Languages** –

4+ River Crocodiles **Level 13 Minion Soldier**
Medium natural beast (reptile) XP 200

HP 1; a missed attack never damages a minion. **Initiative** +11
AC 29, **Fortitude** 26, **Reflex** 24, **Will** 25 **Perception** +10
Speed 4, swim 8 Low-light vision

Standard Actions

Bite ✦ At-Will
Requirement: The crocodile must have no creature grabbed.
Attack: Melee 1 (one creature), +18 vs. AC
Hit: 10 damage, and the crocodile grabs the target (escape DC 20).

Crushing Jaws ✦ At-Will
Effect: Melee 1 (one creature grabbed by the crocodile). The target takes 15 damage.

Skills Stealth +14
Str 22 (+12) **Dex** 17 (+9) **Wis** 19 (+10)
Con 19 (+10) **Int** 3 (+2) **Cha** 7 (+4)
Alignment unaligned **Languages** –

Death Mold Crocodile **Level 13 Minion Soldier**
Medium natural beast (reptile) XP 200

HP 1; a missed attack never damages a minion. **Initiative** +9
AC 29, **Fortitude** 25, **Reflex** 24, **Will** 23 **Perception** +6
Speed 4, swim 6 Low-light vision

Standard Actions

Bite (necrotic) ✦ **At-Will**
Attack: Melee 1 (one creature), +18 vs. AC
Hit: 10 necrotic damage, and the target is slowed until the end of its next turn.

Triggered Actions

Spore Burst (necrotic) ✦ **Encounter**
Trigger: The crocodile drops to 0 hit points as a result of a weapon attack.
Attack (No Action): Close burst 2 (living creatures in the burst); +16 vs. Fortitude
Hit: 10 necrotic damage. A Small or Medium target reduced to 0 hit points or fewer dies and immediately becomes a death mold zombie. The zombie rolls initiative and acts on its turn.

Str 22 (+12) **Dex** 13 (+7) **Wis** 10 (+6)
Con 19 (+10) **Int** 1 (+1) **Cha** 1 (+1)
Alignment unaligned **Languages** –

The Mold King

The corpse wears the *Mold King's crown*—a cursed item that prevents it from arising as a death mold zombie.

Mold King's Crown Level 16 Uncommon
This jagged iron crown seems remarkably unaffected by the ravages of time.
Head Slot 45,000 gp
Properties
- ✦ You gain resist 10 poison and are immune to diseases.
- ✦ You do not age naturally.
- ✦ Creatures that regain hit points within 10 squares of you contract blistering corruption (*Monster Vault*™: *Threats to the Nentir Vale*™, page 83).

Statues

Death mold covers all the statues. The scroll cases clutched in their hands are made of rotten wood that ignites easily if the heroes use fire to clear the mold. Each case contains a simple clue written on parchment. Combined, the clues give a cryptic directional message:

"Left first"
"Right before left"
"Right twice"
"Three right turns"

Mithral Casket

Crocodile carvings cover the surface of the mithral casket in the Mold King's hands, and an iron key protrudes from its lock. The casket explodes if someone opens it without first turning the key in the correct sequence, as given by the scrolls (left, right, right, left, right). Adventurers who open the casket correctly find a ritual scroll within (see "Treasure").

Mold King's Casket **Level 15 Trap**
Object XP 1,200

Detect DC 22 **Initiative** –
HP 30
AC 25, **Fortitude** 25, **Reflex** 3, **Will** –
Immune cold, fire, necrotic, poison, psychic, radiant, forced movement, all conditions, ongoing damage

Triggered Actions

Explosion (fire) ✦ **Encounter**
Trigger: The chest drops to 0 hit points or is opened without the key being turned in the correct sequence.
Attack (Immediate Reaction): Close burst 4 (creatures in the burst); +18 vs. Reflex
Hit: 3d10 + 10 fire damage.
Miss: Half damage.
Effect: The chest and its contents are destroyed.

Countermeasures

✦ **Disable:** Thievery DC 22 (standard action). Three successes required. *Success:* The chest is unlocked. *Failure:* If two consecutive checks fail, or if one check result is 17 or lower, the trap triggers.

Treasure

The mithral casket is worth 2,500 gp. Locked inside it is an Object Reading ritual scroll, along with a pouch of rare tea leaves (arcane ritual components worth 150 gp).

Toad Section

The wall carvings in this section depict thousands of toads fording a river on the backs of crocodiles.

9. Chained Hydra

Combat Encounter Level 17 (8,000 XP)

A chained hydra guards this section. To pass through its lair, the adventurers must devise a way to lure it from the gates, because they open only when the creature yanks the chain in the opposite direction.

Light: None.

Monsters: 1 venom-maw hydra.

Venom-Maw Hydra **Level 17 Solo Brute**
Huge natural beast (reptile, water) XP 8,000

HP 672; **Bloodied** 336 **Initiative** +13
AC 31, **Fortitude** 31, **Reflex** 29, **Will** 28 **Perception** +17
Speed 7, swim 10 All-around vision, darkvision
Resist 10 poison
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking the hydra.

Many Headed
While stunned or dominated, the hydra can take free actions.

Regenerating Heads
The hydra starts an encounter with four heads. When its hit points first drop below 504, 336, or 168, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn, unless it takes fire or acid damage before then.

Threatening Reach
The hydra can make opportunity attacks against enemies within 3 squares of it.

Standard Actions

Bite (poison) ✦ **At-Will**
Attack: Melee 3 (one creature); +22 vs. AC
Hit: 3d12 damage, and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).

Venomous Spit (poison) ✦ **At-Will**
Attack: Ranged 10 (one creature); +20 vs. Reflex. This attack does not provoke opportunity attacks.
Hit: 2d12 + 5 poison damage, and the target falls prone.

Hydra Fury ✦ **At-Will**
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either *bite* or *venomous spit* for each attack. If it has only two heads, it gains a +5 bonus to damage rolls with the attacks. If it has only one head, it gains a +15 bonus to damage rolls with the attack.

Triggered Actions

Snapping Jaws ✦ **At-Will**
Trigger: An enemy ends its turn within 2 squares of the hydra.
Effect (Free Action): The hydra uses *bite* twice against the triggering enemy.

Skills Stealth +18

Str 25 (+15)	**Dex** 20 (+13)	**Wis** 18 (+12)
Con 24 (+15)	**Int** 2 (+4)	**Cha** 8 (+7)

Alignment unaligned **Languages** –

When the heroes approach the gates to this chamber, read:

A heavy portcullis blocks the entrance to this flooded hall. In the middle of the muddy water beyond stands a crocodilian totem pole. The jaws of its uppermost head clasp a weighty chain that dangles into the unseen murk below.

Two exits are visible from the gates—one on the opposite wall, and another at the head of a flight of wet steps. A second portcullis, its bars wrought into a pattern of snarling crocodiles, blocks the opposite archway.

The hydra hides underwater, with just one snout above the surface so it can breathe (Perception DC 28 to notice). When the characters approach the bars, it bursts from the depths and charges toward them, cranking the opposite portcullis open.

Chained Portcullises

The hydra is chained to its pole and cannot leave the chamber. Both portcullises are connected to the same chain, so when the hydra moves within 4 squares of one, the other opens. An open portcullis slams shut if the hydra moves back toward the middle of the room.

The bars are too narrow for creatures to squeeze through, and the portcullises are extremely heavy (Athletics DC 40 to lift). To get inside, the characters must find a way to lure the hydra toward the opposite archway. The monster is dumb but focused, charging

only the closest living creature it sees, and sticking to the deep water when its prey is out of sight.

Wall Plaque

This plaque (P) bears the phrase, "Now all have found their home"—the final clue to entering the Crocodile God's lair.

12 Mimic Spawn **Level 16 Minion Lurker**
Medium aberrant magical beast XP 350 each

HP 1; a missed attack never damages a minion. **Initiative** +18
AC 30, **Fortitude** 27, **Reflex** 29, **Will** 26 **Perception** +13
Speed 6 Darkvision, tremorsense 5
Resist 10 acid

Traits

One with Master
The mimic spawn can end its move in the same space as an impersonator mimic. While it occupies an impersonator mimic's space, the mimic spawn moves with the impersonator mimic and cannot attack, be targeted, or take damage. Up to four mimic spawns can occupy an impersonator mimic's space.

Standard Actions

Slam ✦ At-Will
Attack: Melee 1 (one creature); +21 vs. AC
Hit: 12 damage.

Minor Actions

Shapeshift (polymorph) ✦ **At-Will** (1/round)
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.
Ooze Form: The mimic becomes an ooze. When it squeezes while in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.

Skills Stealth +19
Str 21 (+13) **Dex** 22 (+14) **Wis** 20 (+13)
Con 24 (+15) **Int** 26 (+16) **Cha** 24 (+15)
Alignment unaligned **Languages** Common, Deep Speech

Impersonator Mimic **Level 16 Controller**
Medium aberrant magical beast XP 1,400

HP 160; **Bloodied** 80 **Initiative** +14
AC 30, **Fortitude** 27, **Reflex** 28, **Will** 27 **Perception** +13
Speed 6 Darkvision, tremorsense 5
Resist 10 acid

Standard Actions

Slam ✦ At-Will
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 3d8 + 11 damage.

Forcible Conversion (charm) ✦ **Recharge** ⚄ ⚅
Attack: Melee 2 (one creature); +19 vs. Fortitude
Hit: The target is dominated (save ends).

Minor Actions

Call to Harvest (charm) ✦ **At-Will** (1/round)
Attack: Ranged 10 (one creature); +19 vs. Will
Hit: The mimic slides the target 4 squares, and the target grants combat advantage until the end of the mimic's next turn.

Shapeshift (polymorph) ✦ **At-Will** (1/round)
Effect: The mimic assumes one of the following forms. It can't change its size. It remains in the chosen form until it uses this power again.
Ooze Form: The mimic becomes an ooze. When it squeezes while it is in this form, it moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.
Humanoid Form: The mimic gains a +4 bonus to Bluff checks. In addition, it can use all the languages known by the last humanoid creature it killed.
Object Form: While in this form, the mimic has resist 10 to all damage, is immobilized, and cannot attack. In addition, a creature must succeed on a DC 31 Perception check to notice that the mimic is a living creature.

Free Actions

Absorb ✦ At-Will (1/round)
Requirement: The mimic can use *absorb* only during its turn.
Effect: The mimic reduces one mimic spawn that is adjacent to it or occupying its space (see the mimic spawn's *one with master* power) to 0 hit points. When it does so, it gains 1 action point.

Skills Bluff +20 (+24 while the mimic is in humanoid form), Stealth +19
Str 21 (+13) **Dex** 22 (+14) **Wis** 20 (+13)
Con 24 (+15) **Int** 26 (+16) **Cha** 24 (+15)
Alignment unaligned **Languages** Common, Deep Speech

10. Mimic's Parlor

Combat Encounter Level 16 (7,000 XP)

This furnished parlor is home to a capricious mimic and its brood of shapeshifters. This mimic so delights in stealing memories that it questions its victims beforehand like a connoisseur decanting wine, choosing only the most exceptional vintages to devour. Nephalot keeps it content by occasionally feeding it one of his more captivating guests.

Light: Dim light (fireplace).

Monsters: 1 impersonator mimic, 12 mimic spawn, 2 cloaker ambushers.

When the characters enter this room, read:
Paintings hang from the walls of this chamber, and a low fire crackles in the hearth. Dim lanterns cast a funereal glow across the room, tracing the outlines of sagging bookshelves, chairs, and cabinets. A table set for dinner dominates the center of the room. Despite these fineries, the wet floor teems with insects, and a pall of decay hangs heavily in the air.

The mimic spawn masquerade as furniture, while the cloakers pose as capes hanging from the wall. When the adventurers enter, the impersonator mimic approaches them as an enigmatic human dressed in courtly attire. It attempts to engage them in conversation before attacking, asking probing questions to pinpoint its most desirable victim. If the adventurers answer its questions willingly, it offers them the opportunity to leave—on the condition that they abandon the character who interests it the most.

The impersonator mimic flees if bloodied, and then shadows the adventurers, waiting for an opportunity to strike.

2 Cloaker Ambushers	Level 12 Lurker
Large aberrant magical beast	XP 700 each
HP 95; **Bloodied** 47	**Initiative** +13
AC 24, **Fortitude** 24, **Reflex** 23, **Will** 20	**Perception** +13
Speed 2 (clumsy), fly 8 (hover)	Darkvision
Traits	
☼ **Unnerving Moan** (fear) ✦ **Aura** 2	
Nondeafened enemies within the aura take a -2 penalty to attack rolls.	
Standard Actions	
⊕ **Tail Slap** ✦ **At-Will**	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 2d8 + 11 damage.	
⸸ **Envelop** ✦ **At-Will**	
Requirement: The ambusher must not have a creature grabbed.	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: The ambusher slides the target 1 square to a square within the ambusher's space, and the target is grabbed. While the target is grabbed by the ambusher, it is blinded, dazed, restrained, and takes ongoing 10 damage. In addition, whenever an attack deals damage to the ambusher while it has the target grabbed, the attack deals half damage to the ambusher and half damage to the target.	
Minor Actions	
Shadow Shift (illusion) ✦ **At-Will**	
Effect: The ambusher gains concealment until the start of its next turn. If the ambusher is in an obscured square, it gains total concealment until the start of its next turn.	
Skills Stealth +14	
Str 21 (+11) **Dex** 16 (+9) **Wis** 15 (+8)	
Con 17 (+9) **Int** 8 (+5) **Cha** 11 (+6)	
Alignment unaligned **Languages** Deep Speech	

Manholes

The mimic and its spawn exploit ooze form to outflank their enemies. A mimic moving into a manhole in ooze form can continue its movement under the floor to emerge from another manhole.

Treasure

An unlocked casket bound in human skin sits in the corner of the room. Inside is a special treasure that Nephalot has entrusted to the mimic: a metal cattle-branding iron wrought into the shape of a jagged rune. Adventurers can sear themselves with this brand by heating it in the fireplace and pressing it into their flesh (taking 3d6 + 13 fire damage in the process). Those who bear the brand on their flesh can bypass the guardian at area 11.

Inner Sanctum

Some of Nephalot's deadliest traps cradle the Crocodile God's sunken lair. Those hoping to survive must exploit tools gathered elsewhere in the labyrinth.

11. Guardian's Run

Combat Encounter Level 20 (14,000 XP)

A giant mummified cyclops endlessly patrols this causeway, attacking anyone who dares enter the labyrinth's inner sanctum. Only those who display the brand from area 10 are granted safe passage past its blades.

Light: None (bright light if oil pools are lit).
Monsters: 1 mummified cyclops.

When the characters descend the steps to this hallway, read:

The stairs descend into a wide hallway cloaked in shadow, which extends off to either side in a perfect curve. Bones litter the wet floor, and a single pair of giant footprints leads down and back again, crossing over itself multiple times. Spaced regularly along the walls are stone basins holding still pools of oil.

The mummified cyclops takes 5 minutes to perform a complete circuit of the hall, so the adventurers could encounter it at any point. Those who see it immediately notice the giant rune emblazoned on its breastplate—the same one formed by the branding iron in area 10.

Mummified Cyclops	**Level 20 Solo Brute**
Large fey humanoid, cyclops (undead)	XP 14,000
HP 764; **Bloodied** 382	**Initiative** +11
AC 32, **Fortitude** 34, **Reflex** 29, **Will** 32	**Perception** +21
Speed 8	Blindsight 5, darkvision
Immune disease, poison; **Resist** 15 necrotic	
Saving Throws +5; **Action Points** 2	

Traits

Flammable

If the cyclops takes fire damage, it also gains ongoing 15 fire damage (save ends). The cyclops does not benefit from its +5 bonus to saving throws against fire effects.

Relentless

Whenever the cyclops would be dominated or stunned, it is dazed instead. Whenever it would be immobilized, it is slowed instead.

Standard Actions

⊕ **Khopesh** (weapon) ✦ **At-Will**

Attack: Melee 2 (one creature); +25 vs. AC

Hit: 3d10 + 18 damage.

Whirling Blades ✦ **At-Will**

Effect: The cyclops uses *khopesh* four times, or six times if bloodied or taking ongoing fire damage. If the cyclops hits the same target with two attacks, the cyclops slides the target up to 3 squares.

Triggered Actions

Rotting Glare (necrotic) ✦ **At-Will**

Trigger: An enemy starts its turn within 10 squares of the cyclops.

Attack (Immediate Reaction): Ranged 10 (the triggering enemy); +23 vs. Fortitude. This attack does not provoke opportunity attacks.

Hit: 2d12 + 22 necrotic damage, and the target is slowed (save ends). Until the target saves, any creature that ends its turn adjacent to the target takes 10 necrotic damage.

Str 27 (+18)	**Dex** 12 (+11)	**Wis** 22 (+16)
Con 23 (+16)	**Int** 4 (+7)	**Cha** 14 (+12)

Alignment unaligned **Languages** Elven

Equipment chainmail, 2 bronze khopeshes

The monster charges any living creature it sees and attacks relentlessly, sparing only those whose flesh bears the brand in a location it can see. (It simply ignores branded individuals.) If a branded character attacks the cyclops, the brand disappears and no longer affords protection against the cyclops's wrath. The cyclops never leaves the hall.

Oil Basins

Hidden channels of fire oil link the basins, causing them to burst into flame one by one if even a single basin is lit.

12. Crocodile Tears

Combat Encounter Level 15+ (5,600 XP)

This is the final test the adventurers must face before confronting the Crocodile God. As the chamber floods with sand, mummified crocodiles slither forth to do battle with the intruders.

Light: Bright (fire pits).

Monsters: 2 mummified crocodiles.

Traps/Hazards: Tears of the Crocodile God.

When the characters approach this area, read:

The hallway descends into a wide, sunken amphitheater. Four giant crocodile heads gaze down from the corners, their stony eye sockets almost 20 feet above floor level. Their open jaws house blazing fires that illuminate the chamber. Another giant crocodile head sits at floor level, but its mouth is closed.

Four stone plinths stand in the middle of the floor, one bearing the statue of a toad, and the others bearing statues in varying states of preconstruction and disrepair. One statue has been shattered, and its pieces lie scattered over the floor. Another is so old that its features have weathered away, and a third seems to be little more than a single column of unblemished stone.

The mummified cyclops from area 11 passes through here every 5 minutes.

A creature takes 3d6 + 13 fire damage if it enters a fire-filled crocodile mouth or ends its turn in one. A creature can take this damage only once per turn.

Characters who inspect the northern crocodile head and succeed on a DC 22 Dungeoneering or Perception check see that its jaw is hinged. The jaw opens when the characters place the four statues in their proper positions (see "Statue Puzzle"). Characters can also force the mouth open using magic (such as a Knock ritual) or brute strength (DC 40 Athletics check), but any attempt to force open the jaws triggers the trap.

Tears of the Crocodile God

The stone crocodile heads in the four corners of the room weep torrents of sand into the chamber when triggered. At the same time, the jaws of the northern crocodile head unhinge, allowing two mummified crocodiles to slither out from area 13 and devour intruders. The jaws immediately close again once the monstrous crocodiles issue forth.

OVERPOWERING THREAT

The mummified cyclops in area 11 is too difficult a threat for a party of the characters' level. The intention is that the characters should bypass rather than combat it. Those who choose to stay and fight could easily find they've bitten off more than they can chew.

Avoid focus-firing on a single character during combat, and grant plenty of opportunities for the party to escape. If a total party kill seems likely, consider ruling that the cyclops cannot tell the difference between unconscious and dead enemies, and knock characters unconscious instead of killing them.

If both mummified crocodiles are slain, the trap is disabled, and the stone jaws of the central northern crocodile head open wide, allowing access to area 13. Meanwhile, hidden (grated) vents in the floor open and begin emptying the room of sand.

Statue Puzzle

The adventurers can neutralize the trap by pushing the four statues into their correct positions (DC 20 Athletics check to move, +2 for every foot of sand on the floor). Pushing all the statues into place disables the Tears of the Crocodile God trap.

The secret to the puzzle lies with four phrases hidden elsewhere in the labyrinth, which combine to form the following rhyming couplets:

Locusts swarm where toads abide,
Lizards never roam,
Snakes then slide where locusts hide,
Now all have found their home.

The correct interpretation of the rhyme is to swap the locust statue with the toad statue, and then swap the snake statue with the locust statue. The lizard statue remains in place.

Only the toad statue to the northeast is recognizable, so the adventurers must use magic to identify the rest:

Locust (northwest): This statue has shattered into tiny pieces, but the adventurers can repair it using a Mending ritual. Nothing happens if the plinth is moved into position without first repairing the statue.

Lizard (southwest): The ancient statue has weathered features that can be identified only by using an Object Reading ritual. Moving this plinth triggers the trap.

Snake (southeast): This unworked column of granite must be molded into a serpentine form using a Stone Shape ritual. Nothing happens if the plinth is moved into place before molding the statue.

Tears of the Crocodile God — **Level 15 Lurker**
Object — XP 1,200

Detect see Countermeasures — **Initiative** +3
Immune attacks

Triggered Actions

Sand Flood ✦ Encounter
Trigger: The lizard statue is moved or the jaws of the central crocodile head are forced open.
Effect: Sand begins pouring into the room, and the trap rolls initiative. At the start of each of the trap's turns, the sand's depth increases by 1 foot to a maximum depth of 10 feet. Each square costs 1 extra square of movement to enter for every 2 feet of sand in the room. Creatures that have a burrow speed are immune to this effect.

Countermeasures

- ✦ **Detect:** Dungeoneering or Perception DC 22 (minor action). *Success:* The character notices that the closed jaws of the central crocodile head are hinged and operate some form of internal mechanism.
- ✦ **Detect:** Dungeoneering or Perception DC 22 (move action). *Requirement:* The character must climb up to the crocodile head to examine the eye sockets (Athletics DC 20). *Success:* The character discovers that the eyelids open and close.
- ✦ **Detect:** Arcana DC 30 (standard action). *Success:* The character uncovers runes written on the plinths that bind them to the four corner crocodile heads.
- ✦ **Disable:** When the lizard, locust, snake, and toad statues are moved to their correct positions, the trap stops spewing sand.

2 Mummified Crocodiles — **Level 16 Elite Soldier**
Large natural beast (reptile, undead) — XP 2,800 each

HP 320; **Bloodied** 160 — **Initiative** +12
AC 32, **Fortitude** 28, **Reflex** 26, **Will** 27 — **Perception** +13
Speed 6, burrow 6, swim 6 — Darkvision
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 fire
Saving Throws +2; **Action Points** 1

Standard Actions

⊕ Bite ✦ At-Will
Attack: Melee 2 (one creature); +21 vs. AC
Hit: 2d12 + 16 damage, and the target is slowed (save ends).

Minor Actions

Flesh to Sand ✦ At-Will
Attack: Melee 2 (one slowed creature); +19 vs. Fortitude
Hit: 2d8 damage, and ongoing 10 damage (save ends). If target is bloodied while taking this ongoing damage, the target is also weakened (save ends both). If the target is reduced to 0 hit points or fewer while under this effect, it dies and its body turns to sand.

Triggered Actions

Snapping Jaws ✦ At-Will
Trigger: An enemy within 2 squares of the crocodile makes an attack that does not include the crocodile as a target.
Effect (Immediate Reaction): The crocodile uses *bite* against the triggering enemy.

Str 26 (+16)	**Dex** 14 (+10)	**Wis** 20 (+13)
Con 24 (+15)	**Int** 7 (+6)	**Cha** 11 (+8)

Alignment unaligned — **Languages** –

13. Crocodile God's Lair

Roleplaying Encounter and/or Combat Encounter Level 18 (10,000 XP)

Bansouk's dreaded Crocodile God awaits. Here the adventurers must choose between two possible evils: slaying the beast on behalf of the murderous high priest, or siding with it to strike against him. Only those with true grit can turn the tables against both—and bring down the Cult of the Crocodile!

Light: Bright (burning torches).

Monsters: The Crocodile God.

When the characters enter this area, read:

Vine-draped balconies encircle the walls of this ancient hall. Pools of crystal-clear water swamp the broken floor beneath, and mounds of white sand fill the spaces between. Burning torches cast watery reflections over the walls, and the cloying odor of incense suffuses the air.

An immense crocodile reclines on a sandbank opposite the entrance, its scales festooned with glittering jewelry, and its tail sloshing languidly back and forth in the water. As the tail moves, a ghostly image begins to resolve on the water's rippling surface.

Roll initiative for the party, but consider the Crocodile God readied for their arrival. Assuming the characters don't immediately attack, a vision appears in the water before the crocodile.

When the characters witness the vision, read:

The image clarifies to reveal the man who first told you of this place drowning in a swirling pool of coins. The grim-faced high priest tosses gold down from above, while his skin visibly ages. As he turns away, you see that the weapons he's carrying are your own.

What happens next depends on the characters. If Aoni is with them, she turns immediately on the other sacrifices, triggering a potentially deadly confrontation. This action pleases the Crocodile God, but not enough for it to intervene on her behalf.

The Crocodile God won't attack until the adventurer's motives regarding Nephalot become clear. It cannot talk, but it might respond to their questions using more visions. If you choose to pursue this approach, try to make the results suitably cryptic and alien.

If the heroes express any bitterness toward the high priest, the Crocodile God opens a portal to Nephalot's chambers, tacitly inviting them to pass through.

Crocodile God — **Level 18 Solo Soldier**
Huge immortal beast (reptile) — XP 10,000

HP 696; **Bloodied** 348 — **Initiative** +16
AC 34, **Fortitude** 31, **Reflex** 29, **Will** 30 — **Perception** +15
Speed 6, swim 6 — Low-light vision
Immune charm, fear
Saving Throws +5; **Action Points** 2

Traits

Mesmerizing Presence (charm) ✦ **Aura** 3
Any enemy that starts its turn in the aura must roll a d6 to determine its condition until the start of its next turn:
⚀ ⚁ ⚂ The enemy cannot attack the god during the god's turn.
⚃ ⚄ The enemy is dazed.
⚅ The enemy is dominated by the god.

Standard Actions

Bite ✦ **At-Will**
Requirement: The god must not have a creature grabbed.
Attack: Melee 2 (one creature); +23 vs. AC
Hit: 3d12 + 30 damage, and target is grabbed by the god (escape DC 23) and takes ongoing 20 damage until the grab ends.

Death Roll ✦ **At-Will**
Effect: The god shifts up to its speed, pulling any creature grabbed by it with it, dealing that creature 15 damage. This movement doesn't provoke opportunity attacks from the grabbed creature. Each time the god enters a square adjacent to an enemy for the first time during the move, the god makes the following attack against that enemy.
Attack: Melee 1 (one creature); +21 vs. Reflex
Hit: 4d8 + 8 damage, and the target falls prone.

Thrashing Maw and Tail ✦ **At-Will**
Effect: The god can use *bite* before or after making this attack.
Attack: Close blast 5 (creatures in the blast); +21 vs. Reflex
Hit: 4d8 + 8 damage, and the target falls prone.

Water Spout ✦ **Recharge** when first bloodied
Attack: Area burst 2 within 10 (creatures in the burst); +21 vs. Fortitude
Hit: 10d6 + 15 damage, and the target is dazed (save ends).
Miss: Half damage.

Move Actions

Water Spirit (teleportation) ✦ **Recharge** ⚄ ⚅
Effect: The god teleports up to 10 squares to a space that contains at least 1 square of water.

Triggered Actions

Blooded Frenzy ✦ **Encounter**
Trigger: The god is first bloodied.
Effect (No Action): The god gains 1 action point.

Str 26 (+17)	**Dex** 20 (+14)	**Wis** 22 (+15)
Con 22 (+15)	**Int** 9 (+8)	**Cha** 20 (+14)

Alignment unaligned — **Languages** understands Common

When the Crocodile God is sure the heroes oppose Nephalot, read:

The Crocodile God stares silently for a moment, then gently slaps the surface of the pool with its tail. The still waters swirl into a roaring whirlpool, with a shimmering portal hanging at its center. Beyond this gate stands a man dressed in the robes of a high priest, facing away from the portal. He is alone inside an opulent chamber draped in silks.

Arcana DC 22: The character understands how to stabilize the energies of the portal through incantation. Wresting control from the Crocodile God requires a DC 22 Arcana check every round (minor

action). If the Crocodile God is dead, the characters can keep the portal open indefinitely by sustaining it with minor actions.

The Crocodile God is a primal spirit brought to life through bloody sacrifice. Though it wants revenge against Nephalot for his crimes, it also values the "gifts" that the people of Bansouk offer it. Therefore it does not allow the sacrifices to pass through the portal, and hisses threateningly if they approach.

The Crocodile God tries to devour one of the sacrifices if the characters oppose its decision. If they behave in a suitably subservient manner, it might motion toward its pile of treasure, allowing those who donate appropriately to spare the sacrifices.

The Crocodile God attacks immediately if the characters try to hold the portal open against its will or rush the sacrifices through with them.

Crumbling Platforms

The crumbling platforms in here are 30 feet high and accessible by rickety ladders where shown on the map. They are also highly unstable (Dungeoneering DC 17 to notice). A platform collapses into ruin if exposed to more than 20 damage from a single area power. Characters falling from a collapsing balcony suffer an additional 3d8 + 13 damage from the tumbling rubble.

Treasure

Those who slay the Crocodile God can help themselves to its treasures: the magnificent jewels from its back (12,000 gp), and an immense pile of offerings. The hoard consists of 7,500 gp in coins, a leather bandolier holding five *potions of vitality*, five masterwork carpets embroidered with images of elephants (100 gp each), a solid gold helmet with duck-feather wings (1,000 gp), an ivory back scratcher carved like a monkey's paw (500 gp), an illuminated history book (500 gp), and four gems cut to look like shardminds (1,000 gp each). Atop these riches is a level 19 magic item appropriate for your group.

Into the Temple

In the uppermost level of the temple, guarded by layer upon layer of defenses, are Nephalot's quarters. In addition, hundreds of cultists are on hand to answer his instant summons.

The Crocodile God keeps the portal open until the characters have slain the high priest, so that they have a chance to return alive. Characters sustaining the portal on their own must ensure that they don't lose the link, or be trapped inside the temple.

14. Nephalot's Quarters

Combat Encounter Level 16+ (7,600+ XP)

The adventurers fight a desperate battle to defeat Bansouk's wicked high priest and liberate its people from a millennium of misrule.

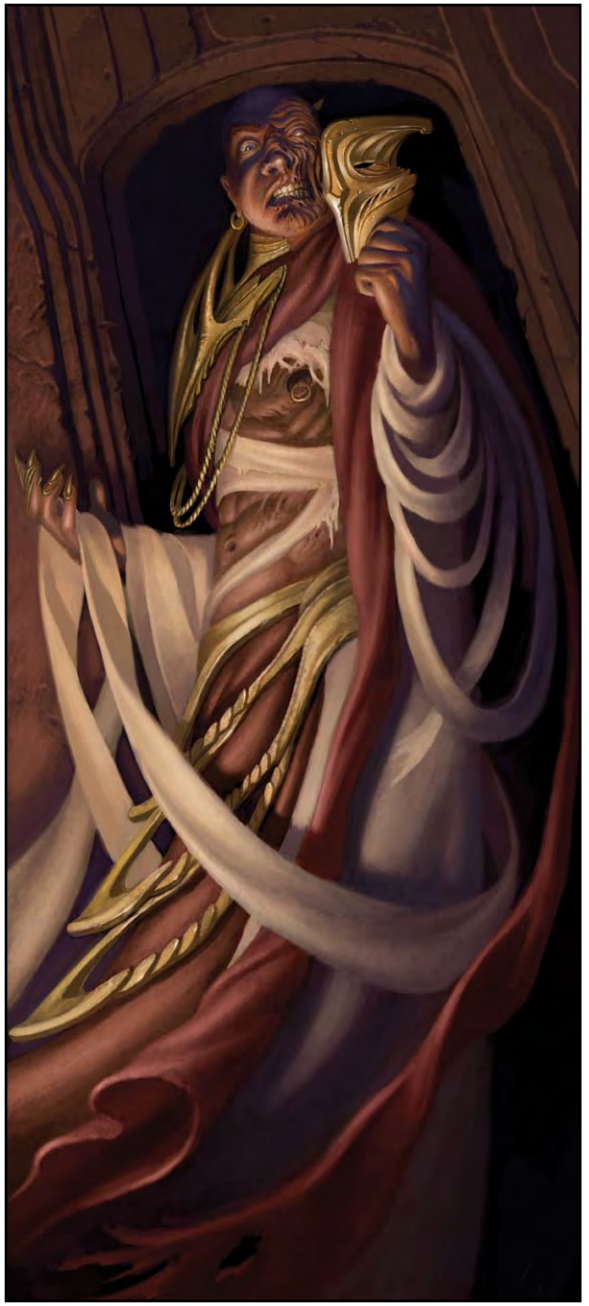
Light: Bright (braziers).

Monsters: Nephalot, 1 Crocodile Cult priest, 3 Crocodile Cult enforcers, 8+ Crocodile Cult acolytes.

When the characters enter the portal, read:

Low burning braziers provide fitful light for this chamber. Silken drapes drift lazily in the heat, and embroidered throws and pillows lie scattered on the marbled floor. From somewhere nearby comes the muffled sound of drums and chanting.

The portal leading back to the Crocodile God's lair hovers silently above a swirling pool of black blood. Just ahead stands the towering form of the high priest, seemingly unaware that anyone is here as he wraps wet bandages around his forearms. The sweet smell of lavender and lotus petals washes through the chamber, but it cannot mask the stench of rot beneath.



The characters gain surprise by entering through the Crocodile God's watery portal. Nephalot shouts for his guards at the first opportunity.

In the second round of combat, reinforcements arrive. One Crocodile Cult priest and three Crocodile Cult enforcers burst through the door on their initiative. Thereafter, eight Crocodile Cult acolytes pour through the door every round until Nephalot dies.

3 Crocodile Cult Enforcers **Level 12 Brute**
Medium natural humanoid, human XP 700 each

HP 148; **Bloodied** 74 **Initiative** +9
AC 24, **Fortitude** 25, **Reflex** 24, **Will** 23 **Perception** +8
Speed 6

Standard Actions

⊕ **Short Sword** (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 5d6 + 8 damage.

Poisoned Dagger (poison, weapon) ✦ **At-Will**
Attack: Ranged 5/10 (one creature); +17 vs. AC
Hit: 2d4 + 10 damage, and ongoing 10 poison damage (save ends).

Triggered Actions

Blood Rend ✦ **At-Will**
Trigger: An enemy is bloodied by the enforcer's *short sword* attack.
Effect (Free Action): The enforcer can make another *short sword* attack against the triggering enemy.

Skills Athletics +14, Intimidate +12
Str 17 (+9) **Dex** 16 (+9) **Wis** 15 (+8)
Con 18 (+10) **Int** 9 (+5) **Cha** 12 (+7)
Alignment evil **Languages** Common
Equipment crocodile hide armor, short sword, 4 daggers

Crocodile Cult Priest **Level 12 Soldier (Leader)**
Medium natural humanoid, human (shapechanger) XP 700

HP 124; **Bloodied** 62 **Initiative** +10
AC 28, **Fortitude** 25, **Reflex** 24, **Will** 24 **Perception** +9
Speed 6; swim 6 in crocodile form Low-light vision

Standard Actions

⊕ **Whip** (weapon) ✦ **At-Will**
Requirement: The priest must be in human or hybrid form.
Attack: Melee 2 (one creature); +17 vs. AC
Hit: 2d8 + 11 damage, and the priest can pull the target 1 square or make the target fall prone.

Bite ✦ **At-Will**
Requirement: The priest must be in crocodile or hybrid form.
Attack: Melee 1 (one creature); +17 vs. AC
Hit: 2d8 + 11 damage, and the target is grabbed (escape DC 20). The target takes ongoing 10 damage until the grab ends.

Minor Actions

Change Shape (polymorph) ✦ **At-Will**
Effect: The priest can alter its physical form to appear as a crocodile, a human-crocodile hybrid, or a unique Medium humanoid until the priest uses *change shape* again or dies.

Triggered Actions

Call for Vengeance ✦ **At-Will**
Trigger: An ally within 5 squares of the priest is killed by an enemy attack.
Effect (Immediate Reaction): Any ally within 5 squares of the priest gains a +5 bonus to weapon damage rolls until the end of the priest's next turn.

Skills Athletics +16, Heal +14
Str 20 (+11) **Dex** 14 (+8) **Wis** 16 (+9)
Con 20 (+11) **Int** 12 (+7) **Cha** 16 (+9)
Alignment evil **Languages** Common
Equipment crocodile hide armor, whip

Nephalot **Level 19 Elite Soldier**
Medium natural humanoid, human XP 4,800

HP 340; **Bloodied** 170 **Initiative** +14
AC 35, **Fortitude** 30, **Reflex** 32, **Will** 32 **Perception** +14
Speed 6
Resist 10 necrotic
Saving Throws +2; **Action Points** 1

Traits

Fearsome Visage (fear) ✦ **Aura** 2
Enemies in the aura cannot shift.

Standard Actions

⊕ **Poisoned Dagger** (poison, weapon) ✦ At-Will
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 4d4 + 12 damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).

Strangling Bandages ✦ **At-Will**
Attack: Melee 2 (one creature); +24 vs. AC
Hit: 6d6 + 6 damage, and the target is grabbed (escape DC 23) and takes ongoing 10 damage until the grab ends.

Withering Touch (necrotic) ✦ **Recharge** when first bloodied
Attack: Melee 1 (one creature); +24 vs. AC
Hit: 4d6 + 15 necrotic damage, and ongoing 10 necrotic damage (save ends).
First Failed Saving Throw: The target is also weakened (save ends both).

Minor Actions

Breath of the Grave (necrotic) ✦ **Recharge** ⚄ ⚅
Attack: Close blast 3 (enemies in the blast); +22 vs. Fortitude
Hit: 3d10 + 15 necrotic damage, and the target cannot regain hit points (save ends).

Skills Arcana +20, Insight +19
Str 18 (+13) **Dex** 16 (+12) **Wis** 20 (+14)
Con 10 (+9) **Int** 23 (+15) **Cha** 22 (+15)
Alignment evil **Languages** Common
Equipment crocodile skin robes, dagger, half-mask

Crocodile Cult Acolyte	Level 12 Minion Brute
Medium natural humanoid, human	XP 175 each
HP 1; a missed attack never damages a minion.	**Initiative** +9
AC 24, **Fortitude** 25, **Reflex** 24, **Will** 23	**Perception** +8
Speed 6	
Standard Actions	
⊕ **Short Sword** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 12 damage.	
Triggered Actions	
Cult Frenzy ✦ **At-Will**	
Trigger: An enemy bloodies an ally within 6 squares of the acolyte.	
Effect (Immediate Reaction): The acolyte can charge the triggering enemy.	
Skills Athletics +14, Intimidate +12	
Str 17 (+9) **Dex** 16 (+9)	**Wis** 15 (+8)
Con 18 (+10) **Int** 9 (+5)	**Cha** 12 (+7)
Alignment evil	**Languages** Common
Equipment crocodile hide armor, short sword	

Pool of Blood

Nephalot bathes in blood to rejuvenate his disintegrating flesh. Unholy energy suffuses the pool, and every good-aligned creature within 2 squares of the pool gains vulnerable 5 necrotic.

Nephalot's Death

The death of Nephalot shatters the cult. Those cultists still engaged in combat fall prone with grief, flee screaming, or set themselves on fire to join their master in oblivion. If the portal back to the Crocodile God's lair is closed, the adventurers can now leave safely through the temple's main entrance.

Treasure

The Temple of the Crocodile keeps many sumptuous riches, but looting and destruction begin as soon as Nephalot is reported dead. The only booty the characters can claim from his quarters is a level 17 magic item laid out on a stone table.

Concluding the Adventure

If the Crocodile God dies as Nephalot intended, the high priest preaches that it gave its life as a warning for its people to remain vigilant against foreigners. When it returns some months later, the people praise it as a miracle. Bansouk's killings continue, only this time they're greater in scope and more brutal than ever before.

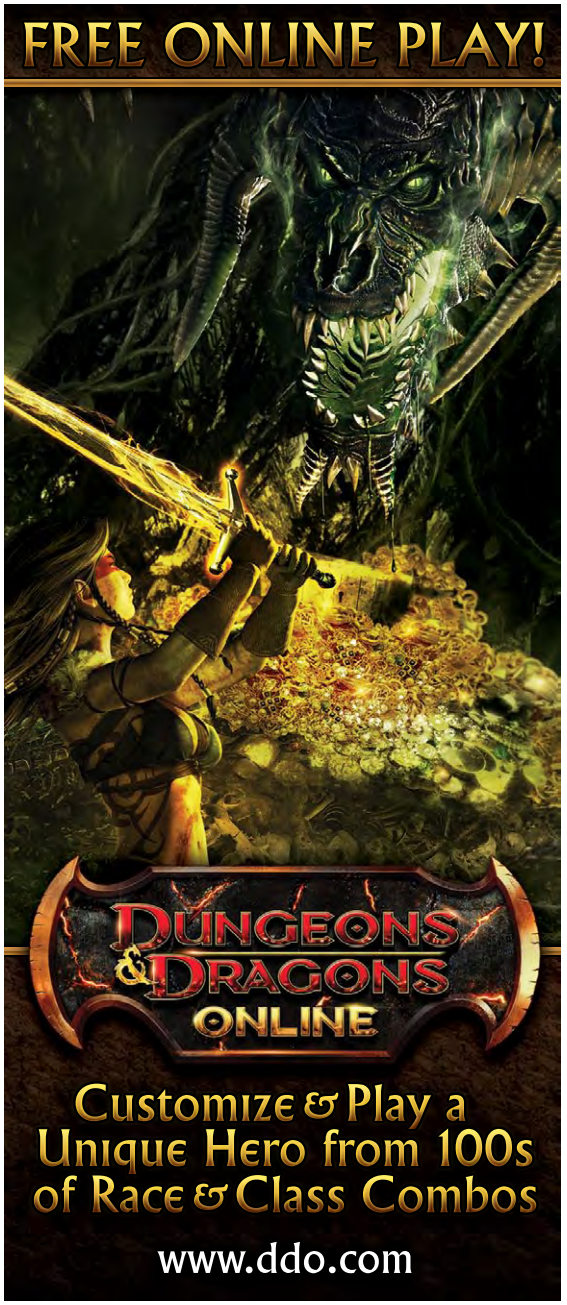
If the adventurers slay Nephalot, the Crocodile God lets them leave its lair unmolested. When its people learn that their god has turned against its own prophet, they fall into a frenzy of repentance. In time, a new high priest rises to power, and the town becomes a savage hub of primal cultism.

Only if the adventurers defeat both parties does Bansouk change for the better. The cultists scatter to the winds, and the town flourishes with new trade. Temples are built to new gods, and Nephalot is soon forgotten.

The crocodiles? They live. They watch. And they wait.

About the Author

Will Doyle is a designer with Supermassive Games in the United Kingdom, and has previously published articles for both *Dungeon* and *Kobold Quarterly* magazine. He and his girlfriend Stacey run a D&D blog at **http://beholderpie.blogspot.co.uk**.



The Hidden Shrine of Tamoachan

A D&D adventure for 7th-level characters

By Harold Johnson, Jeff R. Leason, and Stephen Radney-MacFarland

Illustrations by Scott Altmann, David S. LaForce, David C. Sutherland III, Erol Otus, Darlene, Jeff Dee

Cartography by Mike Schley

Lost in a dark and dank jungle, pursued by hostile natives, the characters race toward an enormous pyramid in the distance. They hope to find higher ground and maybe some shelter, but instead the surface gives way and they fall into darkness. They land in the lower chambers of an ancient underground labyrinth filled with dangerous tricks and traps, strange creatures, and poisonous gas.

The characters have unwittingly found long-lost Tamoachan. Surviving means escaping as quickly as possible.

Like the original convention tournament competition of thirty-two years ago, this adventure for the

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latest version of the Dungeons & Dragons® game challenges a group of 7th-level characters to escape a death trap in a form that is reminiscent of a Mesoamerican pyramid.

Foreword: Tamoachan's Backstory

In June 1979 at Widener College (now Widener University) in Chester PA, gamers lined up to play the official Advanced Dungeons & Dragons tournament adventure *Lost Tamoachan*. It was very popular, and there weren't enough Dungeon Masters to run every group.

Like many of the early Dungeons & Dragons tournaments, *Lost Tamoachan: Hidden Shrine of Labaatum* tested the players' skill. A quest for survival while being trapped in a dungeon environment loosely based on Mesoamerican culture and mythology, *Lost Tamoachan* was an adventure in the spirit of *Tomb of Horrors,* which had come out four years earlier.

During the adventure's convention premiere, TSR sold an original limited print run of the adventure. Only 300 were produced, and existing copies do not change hands cheaply. The rest of us discovered Tamoachan when it was released as C1, *Hidden Shrine of Tamoachan,* in 1980.

The "C" stood for competition, and the adventure featured a scoring system and guidelines for tournament play.

I admit, I didn't play the classic *Hidden Shrine of Tamoachan* until recently, but I often stole ideas from the adventure over the years, because it was full of devious traps and tricks. Using all of them over the course of an adventure or two, I reasoned, would probably end in a few character deaths.

Is your group up for the challenge of Tamoachan?

—Stephen Radney-MacFarland

Background

Long ago, a human culture worshiped not only powers from the Astral Sea, but also a collection of primal spirits, fey creatures, vampires, and even monstrosities of the Far Realm. They built city-states that banded together as empires and waged mighty wars against enemies both internal and external. These people were the Olman.

All that is currently left of the Olman civilization are the scattered tribes of their degenerated descendants, now prone to Demogorgon worship and savagery. Ruins of vast cities and tall temples are the only remaining traces of the civilization's advances. Some of these structures still hold great treasures and the legendary magic of the Olman. All feature deadly traps and creatures still bound to the dead empire.

The Hidden Shrine of Tamoachan is one such temple. Dedicated to Zotzilaha, vampire god of the underworld, and built to imprison a powerful Far Realm entity, it is filled with lost secrets and merciless traps. Although Zotzilaha does not inhabit the shrine, his servants linger here, waiting to be freed, or to feast upon those who seek to plunder the temple.

Traits of Tamoachan

(TA-mo-a-chan: the home sought after)

Tamoachan is not a typical dungeon. It has many challenging traits, presented below.

Poisonous Gas: The lower chambers of the shrine (the entirety of areas 1 through 25) are filled with a slow-acting but deadly poisonous gas, the effects of which the characters will immediately realize. If the characters take an extended rest in the lower chambers, the gas kills them. Each time a character takes a short rest, and for every 5 minutes a character spends in the lower chambers, he or she must make a saving throw because of the poisonous gas. On a failure, the character loses a healing surge, or hit points equal to his or her healing surge value if the character has no more healing surges. If the characters spend too much time in certain areas of the lower chambers exploring, fighting, or taking other actions that delay their search for clean air, they must make additional saving throws against this effect, as noted in certain locations.

Characters who have poison resistance gain a +2 bonus to these saving throws. The denizens of the lower chambers are immune to the poisonous gas.

Illumination: All areas in the shrine are dark, unless otherwise noted.

Walls, Doors, and Ceilings: Unless noted otherwise, the walls and doors in the shrine are made of stone. The doors are heavy, and it takes a standard action to open or close one instead of a minor action. In addition, all doors have hp 80, AC/Reflex 4, and Fortitude 12. Ceilings are 15 feet (3 squares) high unless otherwise noted.

Chance of Cave-In: Area and close burst powers with the force or thunder keyword have a chance of causing the stone ceiling to collapse when used in the lower chambers due to shock waves. After a character uses one of these powers, he or she must succeed on a DC 16 Intelligence check, or the ceiling in the area of the power caves in. A player can choose to have his or her character fail this check. Creatures in the caved-in area take 2d6 damage from falling debris and are slid to the nearest square outside the area (of your choice), and the caved-in area becomes blocking terrain.

These cave-ins do not create passages out of the lower chambers.

Olman Language: Many creatures and inscriptions within the shrine use the ancient Olman language. The written language uses hieroglyphs similar to (and influenced by) the Supernal language.

A character who knows Supernal can make a DC 11 Insight check to correctly interpret any Olman writing. Otherwise, a character must make a DC 23 History check to understand the writing.

For speech, trying to understand what a creature speaking Olman is saying requires a DC 23 Insight check. Even on a success, the character only gets a rough sense of what is being said.

Make both of these kinds of checks for the player. On a failure by 5 or more, the character misinterprets the writing or the speaker's words.

A Comprehend Language ritual or similar effect allows characters to understand Olman, once they encounter it.

Adventure Start

To begin the adventure, read:

You are lost. You never should have abandoned the ship and struck out into the marshes. Now, a large group of savage warriors from the local area are hot on your trail. Stumbling through a fen, you race toward higher ground ahead. As you get closer, you realize that what you thought were craggy hills is an ancient stone pyramid choked with creepers and carpeted with moss.

Maybe there you can make a stand.

This opening scene assumes that a lot of action has already taken place. It plays like an adventure serial, introducing the story with the action already in progress. If you find it too railroading, feel free to create a starting situation of your own. If you use the setup given here, continue reading.

Warriors crash though the underbrush in the clearing behind you. They rush toward you, their eyes wild with rage. Among them is a witch doctor. When he sees you, he tosses his totem to the sky, convulses, and then dramatically catches the implement and plants it in the ground.

The ground begins to tremble, and you feel the earth give way. You fall as the world goes black.

Features of the Original

When C1 was published, it included a booklet of illustrations for the DM to show to the players at the proper times. Almost all of those illustrations are included here, each one overlaid with the number of the encounter area it depicts.

Another feature of the original *Hidden Shrine* that's repeated here is a built-in guide to the pronunciation and meaning of many of the names that were taken or derived from Aztec and Mesoamerican culture.

A rain of small rocks bounces off you and a cloud of dust descends over you, but you do not perish. When the dust settles, there is no sign of the sky above.

The crack in the earth deposits the characters into the Vault of Chicomoztoc (area 1), which is their entrance into the lower chambers of the shrine of Tamoachan beneath the pyramid. To escape the shrine, the characters must find the exit.

Lower Chambers

In this sprawling section of the complex, characters face a variety of dangers in addition to having to cope with the ever-present poisonous gas.

1. Vault of Chicomoztoc

(Chee-ko-MOZ-tok: the place of seven caves)

When the cave-in has subsided, read:

The world has stopped tumbling. The air is roiling with dust kicked up from the collapse of the earth; it is humid and smells putrid, choking you. When the dust settles, you see a rectangular chamber of rough-hewn stone blocks stretching before you. At its center is a three-foot-tall adobe dome. Niches are set into the walls to your left and right, each at the perfect height for a human to view its contents. A stone door with a stylized sun carved into it is at the far end of the chamber.

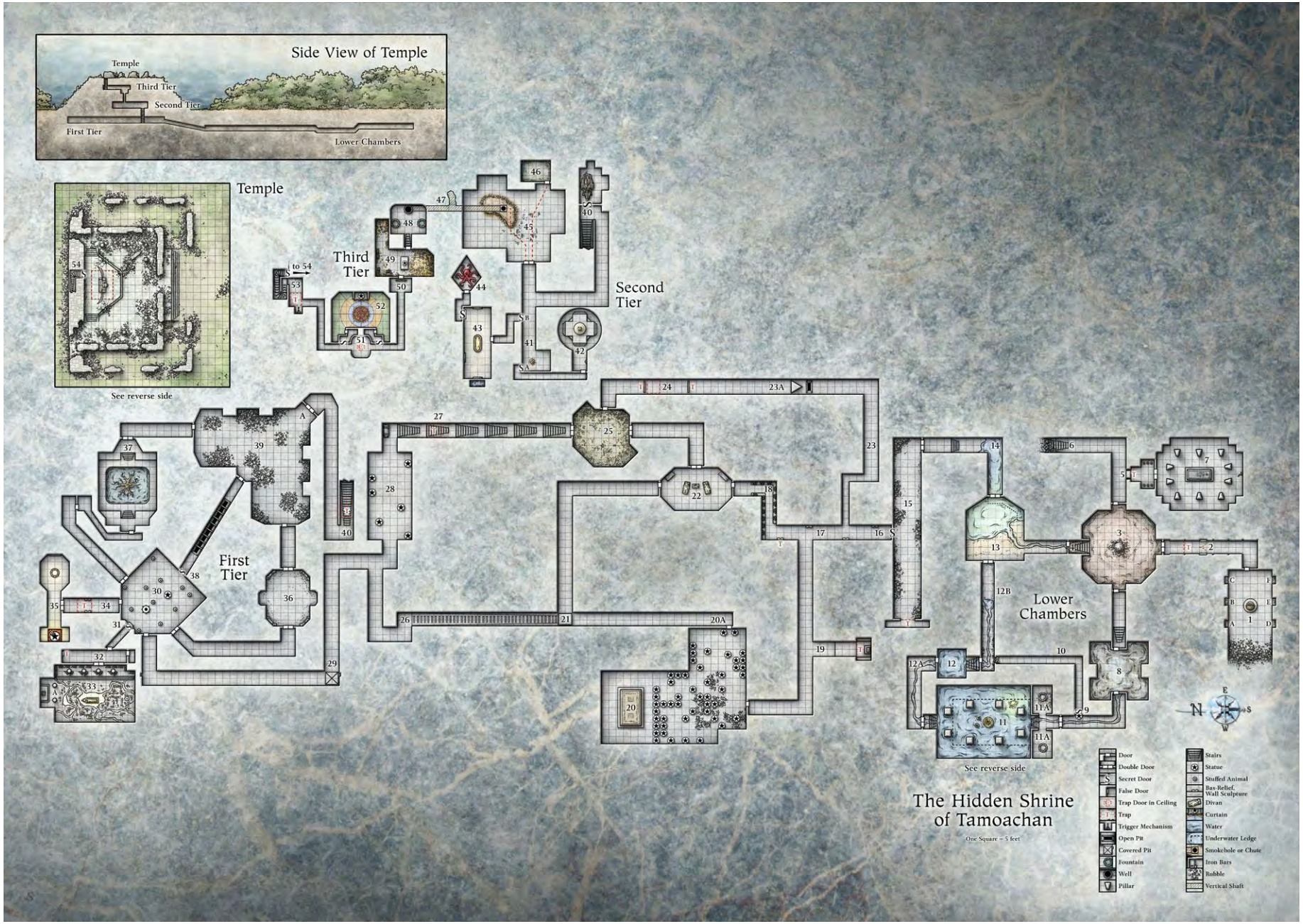
The dome at the room's center is actually a half dome with its open side facing toward the door, creating a small adobe structure that encloses a diorama. Each of the six niches features a smaller diorama. All the figures in the dioramas are made of stucco and can be removed. Each diorama features an aspect of ancient Olman life and contains an Olman spirit (Arcana DC 16 to detect primal energy, but not its exact nature).

The first time a stucco figure is removed from a diorama (including the dome), the figure crumbles to dust, releasing the diorama's spirit, which appears within 2 squares of that diorama. The spirit rolls initiative and begins attacking.

As a minor action, a released spirit can remove a figure from a diorama still containing an Olman spirit, releasing it.

7 Olman Spirits		**Level 8 Skirmisher**
Medium natural animate		XP 350
HP 86; **Bloodied** 43		**Initiative** +11
AC 22, **Fortitude** 19, **Reflex** 22, **Will** 19		**Perception** +6
Speed 7		Darkvision
Immune force, miss effects		
Standard Actions		
⊕ **Life-Draining Touch** (necrotic) ✦ **At-Will**		
Attack: Melee 1 (one creature); +13 vs. AC		
Hit: The target loses a healing surge, or hit points equal to its healing surge value if it has no more healing surges.		
Miss: 2d8 + 6 necrotic damage.		
Str 14 (+6)	**Dex** 20 (+9)	**Wis** 14 (+6)
Con 14 (+6)	**Int** 10 (+4)	**Cha** 8 (+3)
Alignment unaligned	**Languages** understands Olman	

Diorama in the Dome: This diorama shows an Olman hunting party made up of warriors and dogs hunting stags and wild cats. One miniature figure


Side View of Temple
Temple
Third Tier
Second Tier
First Tier
Lower Chambers
Temple
See reverse side
Third Tier
Second Tier
First Tier
Lower Chambers
See reverse side
The Hidden Shrine of Tamoachan
One Square = 5 feet
Door
Double Door
Secret Door
False Door
Trap Door in Ceiling
Trap
Trigger Mechanism
Open Pit
Covered Pit
Fountain
Well
Pillar
Stairs
Statue
Stuffed Animal
Bas-Relief, Wall Sculpture
Divan
Curtain
Water
Underwater Ledge
Smokehole or Chute
Iron Bars
Rubble
Vertical Shaft

stands on a rock outcrop above the hunt, holding a small metal staff with an end that looks like a shepherd's crook. It is also the key to the chamber's only door. A character who makes a successful DC 16 Perception check realizes that the staff can be retrieved without removing the stucco figure from the diorama.

Diorama A: This river scene has Olman men, women, and children working along a river.

Diorama B: In this scene, Olman people plant corn and harvest wheat. As soldiers stand guard, a priest in a bird costume blesses the fields.

Diorama C: In this scene, Olman people climb a tiered pyramid and give offerings in the temple at the top. In the temple, a priest handles a snake. Three costumed warriors stand nearby, one dressed as a couatl, one as a bear, and one as a coyote.

Diorama D: This scene depicts a war. The warriors on one side are painted black, and those on the other side are painted red.

Diorama E: This scene shows the creation of the Olman people. A feathered god is mixing ash and blood to create men and women. Four black and red figures stand around a fire, stabbing themselves with daggers. The fire is consuming a smaller figure, and a snaillike creature cowers in fear at the sight.

Diorama F: In this scene, Olman people engage in different crafts—weaving baskets, carving totems, spinning pots, making weapons, and weaving cloth.

Door: The door has a small keyhole and is locked. The key in the dome's diorama will open it. Otherwise, picking the lock requires a DC 23 Thievery check, or forcing it requires a DC 28 Athletics check.

2. Hall of the Thrashing Canes

The stone walls and ceiling of this corridor are carved to resemble bamboo stalks. The corridor slopes slightly downward before turning to the left.

The pressure plate in the north end of the hallway is connected to two panels of faux bamboo stalks. When a creature enters a pressure plate square, the panels swing out from the walls, barring the corridor. Forcing the stalks apart to allow a Small or Medium creature to squeeze through the panel requires a DC 23 Athletics check. The panel has hp 80, AC/Reflex 8, and Fortitude 10.

3. Roost of the Conch

When the characters look into this area for the first time, read:

This room is constructed of large stone blocks, buttressed in the corners. The walls are wet and slimy, and mud covers most of the floor. A large polished boulder sits in the center of the chamber amid a pile of smaller rounded rocks. The boulder is as tall as a human and brown with black streaks and spots. A discolored bamboo staff leans against it. In the wall opposite you, stairs descend out of sight. Stone doors are set within alcoves in the wall to your left and right.

The "boulder" is the shell of a crustacean (Nature DC 23). It's being used by Kalka-Kylla (KAL-ka-KEE-ya), an ancient primal spirit taking the form of a large hermit crab. The bamboo stalk is a segment of one of its legs (Perception DC 23 to recognize this). Most of what seems to be a smaller pile of rocks is the mottled shell of Kalka-Kylla's servant, a spirit-possessed crayfish.

When the first character enters the room, read:

Some of the small rocks around the boulder move. They sprout segmented legs and a pair of them open up to become pincers, revealing a crayfish creature that advances, waving its claws aggressively.

Tactics

Crayfish Guardian: A character who makes a DC 23 Insight check recognizes the crayfish as a guardian that is warning the characters to leave. If the characters back out of the room, the crayfish does not attack, but it continues to defend the room. If the characters push farther into the room or attack, the crayfish attacks.

In combat, the crayfish is relentless, always seeking out the closest target to grab.

Crayfish Guardian	**Level 7 Soldier**
Medium natural magical beast	XP 300
HP 81; **Bloodied** 40	**Initiative** +8
AC 23, **Fortitude** 21, **Reflex** 19, **Will** 19	**Perception** +6
Speed 6 (swamp walk), swim 6	Darkvision
Traits	
Natural Camouflage	
When the crayfish guardian starts its turn underwater or within 3 squares of Kalka-Kylla, it becomes invisible until it moves or makes an attack.	
Standard Actions	
⊕ **Claw ✦ At-Will**	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 3 damage.	
ǂ **Twin Claws ✦ At-Will**	
Effect: The crayfish uses *claw* twice. If both attacks hit the same target, the crayfish grabs it (escape DC 16) if it does not have a creature grabbed.	
ǂ **Pincer Crush ✦ At-Will**	
Attack: Melee 1 (one creature grabbed by the crayfish); +10 vs. Fortitude	
Hit: 2d10 + 6 damage.	
Skills Stealth +11	
Str 21 (+8) **Dex** 17 (+6) **Wis** 17 (+6)	
Con 17 (+6) **Int** 2 (-1) **Cha** 6 (+1)	
Alignment unaligned **Languages** –	

Kalka-Kylla: Once a primal spirit worshiped by the Olman people, Kalka-Kylla was vanquished by Zotzilaha, vampire god of the underworld to the Olman people. After its defeat, the great hermit crab was forced to swear service to the vampire and its spawn.

Kalka-Kylla's fallen spirit rouses, emerging from its shell, if the characters attack the crayfish. Kalka-Kylla does its best to grab two enemies and then retreat into its shell. While fighting, however, Kalka-Kylla is still open to parley, making comments about the characters' rashness in attacking.

If the heroes show no signs of being willing to talk, Kalka-Kylla goes on the offensive. It tries to reach the stairway leading north and suffocate any enemies it is grabbing in the mud there (see area 4). If it does so, any creature Kalka-Kylla is grabbing must make a DC 20 Endurance check at the end of its turn when it takes damage from the grab. On a failure, the grabbed creature loses a healing surge from suffocation.

Kalka-Kylla	**Level 8 Elite Controller**
Large natural magical beast	XP 700
HP 190; **Bloodied** 95	**Initiative** +3
AC 22, **Fortitude** 23, **Reflex** 20, **Will** 18	**Perception** +10
Speed 6 (swamp walk)	Darkvision
Saving Throws +2; **Action Points** 1	
Traits	
☼ **Flailing Legs ✦ Aura** 1	
Any enemy that starts its turn in the aura must make a DC 12 Acrobatics check. On a failure, it takes 5 damage and falls prone. If Kalka-Kylla is grabbing the enemy, it doesn't fall prone.	
Standard Actions	
⊕ **Bite ✦ At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d10 + 6 damage.	
⸸ **Primal Claw ✦ At-Will**	
Requirement: Kalka-Kylla has fewer than two creatures grabbed.	
Attack: Melee 1 (one or two creatures); +11 vs. Reflex	
Hit: 2d8 + 7 damage, and Kalka-Kylla grabs the target (escape DC 16). Until the grab ends, the target takes ongoing 10 damage and a –4 penalty to escape checks, and it cannot teleport.	
Move Actions	
Shell Retreat ✦ At-Will	
Effect: Kalka-Kylla retreats into its shell. While in its shell, Kalka-Kylla gains a +4 bonus to all defenses, but the only action it can take is to leave its shell as a minor action.	
Str 21 (+9) **Dex** 8 (+3) **Wis** 13 (+5)	
Con 23 (+10) **Int** 16 (+7) **Cha** 12 (+5)	
Alignment unaligned **Languages** Olman, understands Common after hearing it	

Features of the Area

Muddy Floor: A thin layer of slick, oily mud covers the floor of this room. Whenever a creature without swamp walk moves more than half its speed or takes a standard action in the room, it must succeed on a DC 11 Acrobatics check or fall prone after that action.

Stairs: The stair squares are filled with mud and are difficult terrain (see area 4).

Development

Calling Off Combat: Getting Kalka-Kylla (and the crayfish) to stand down once combat has started requires a DC 23 Diplomacy check.

If Kalka-Kylla is reasoned with, it and the crayfish allow the characters to pass, but it stubbornly denies knowledge of the shrine's layout (even though it knows the quickest path out of the lower chambers). A character who makes a DC 16 Insight check realizes that the hermit crab is holding information back. If pressed for directions, Kalka-Kylla points the characters toward the eastern door in an attempt to steer them toward area 7.

Killing Kalka-Kylla: If Kalka-Kylla dies, its death awakens the vampire Tloques-Popolocas in area 7.

4. Mud-Filled Doorway

When a character moves adjacent to the stairs for the first time, read:

The stairway here is partially submerged under a layer of thin, silty mud.

Due to the mud, the door is difficult to open. Characters must spend 5 minutes clearing away the mud and then make a group DC 11 Athletics check to open the door. On a failure, mud and water refill the stairwell, requiring another 5 minutes of work and a new check.

Water seeps under the door into area 13.

5. Tomb Stone and Wet Lime

When the characters enter the corridor leading east from area 3, read:

The sides of this corridor are wet and slimy. The water damage done to the walls reveals the seams of a large stone block in the right wall that seals an opening.

The large limestone block seals a tomb, but it is also covered with wet lime. Unsealing the tomb requires two successful DC 23 Athletics checks. The first one moves the block halfway out of the opening, and the second moves it far enough to allow entry into the chamber beyond. Whether a check succeeds or fails, the character who made it is splattered with corrosive lime and takes 1d6 acid damage.

6. Rubble-Filled Stair

If the characters move to the stairway base, read:
A stairway leads up in this location, but rubble and dirt completely block the passage a few feet away.

The characters might assume that this area was closed off by the same upheaval that landed them in area 1. The difference is that in this location, it might be possible for them to dig their way out.

If the characters decide to try clearing the stairway, they need to work at the task for 5 minutes, after which time the characters must make a DC 11 group Endurance check. If the check fails, each character loses 1d4 healing surges because of fatigue, strain, and being buffeted by shifting rocks. Then, after the group check is resolved, each character must make a saving throw against the effect of the poisonous gas.

For every 5 minutes of additional work, another group check and another batch of saving throws are required. If the characters accumulate four successful group Endurance checks, they break through to the surface on that final check (and no longer need to make saving throws against the poison).

If the characters dig their way out, read:
You're back on the surface, not far from where the earth swallowed you up. Ahead of you once again is the pyramid you saw earlier. Signs of activity are evident on the side closest to you.

Now that the characters have created their own means of entering and exiting the temple complex, the adventure can proceed in a number of directions. It might continue with a battle against the Olman savages that are now moving around on top of the pyramid (see area 54).

7. Sepulcher of Tloques-Popolocas

(TLOH-kays Poh-poh-LOH-kas: master of the others)

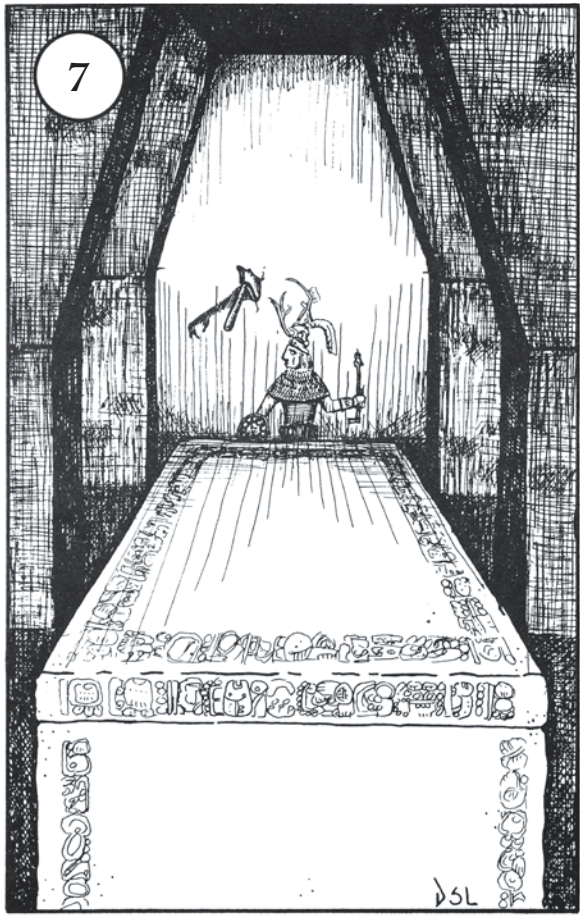
When the characters get past the stone block at area 5, read:
You muscle the block out of the doorway and advance into a small foyer holding six sealed urns on the floor, three on each side. Double doors of beaten bronze with glyphs worked into each surface are at the far end of the chamber.

The urns are sealed with beeswax and preserve fine anointing oils. One of the urns is filled with oil infused with primal magic that has the effect of the Remove Affliction ritual when applied to a single creature (taking 5 minutes; DC 16 Arcana to detect its magic). The character applying the oil makes a Heal check to determine the effect's potency.

The Olman hieroglyphs on the doors read, "Here lies Tloques-Popolocas, thrall of Zotzilaha, master of tombs and the night."

The doors are locked (Athletics or Thievery DC 23 to open) and trapped with sleep of the ages gas. When the doors are opened, a nozzle connected to a bladder built into the wall above the door releases a blast of the gas into the urn room.

Sleep of the Ages Gas Object	**Level 7 Trap** XP 300
Detect Perception DC 23 **Immune** attacks	**Initiative** –
Triggered Actions	
⇢ **Gas Blast** (charm, poison) ✦ **Encounter** *Trigger:* The doors are opened. *Attack (Immediate Reaction):* Close blast 5 (creatures in the blast); +8 vs. Fortitude *Hit:* The target falls unconscious and can be awakened only with a Remove Affliction ritual or similar effect. *Miss:* The target is dazed (save ends).	
Countermeasures	
✦ **Disable:** Thievery DC 16 (standard action). *Success:* The nozzle is blocked, and the gas trap cannot attack.	



When the characters open the door, read:
Beyond the doors is a chamber cut out of solid stone. An oval of natural stone pillars supports the vaulted ceiling, with a tomb of stone slabs at its center. A bronze-headed battleaxe is embedded in the opposite wall, about five feet above the floor. Its haft casts a strange shadow, like that of a withered arm and claw.

The tomb is the resting place of Tloques-Popolocas, an ancient vampire in repose. The battleaxe on the

wall is the vampire's magic axe, which is cursed and can be removed from the wall only by Tloques, or upon the vampire's destruction.

If Kalka-Kylla (in area 3) has been killed, Tloques has already awakened, and the characters find it already grabbing its axe. If Kalka-Kylla is still alive, the vampire does not rise until the gas trap triggers or its tomb is opened. A character can remove the lid from the tomb with a successful DC 23 Athletics check; Tloques can do the same as a free action. Regardless of how the tomb is opened, it takes 1 round for the vampire to emerge, and the characters gain a surprise round against it if they are the ones to open the tomb.

When the characters see the vampire, read:
A desiccated human corpse leaps forth with unnatural speed. The creature wears a jade mask with cowry shell eyes and obsidian pupils. It is further protected by a breastplate of jade, bronze, and bone. As it sees you, it emits a long stream of hoarse laughter.

Tactics

The mask doesn't affect Tloques's vision. The vampire first tries to retrieve its axe from the wall, which it can do as a minor action. When Tloques has the axe, it gains the following power.

Minor Actions

Axe of Tloques (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d8 + 9 damage.

Tloques-Popolocas **Level 8 Elite Lurker**
Medium natural humanoid (undead), vampire XP 700

HP 148; **Bloodied** 74 **Initiative** +13
AC 23, **Fortitude** 21, **Reflex** 20, **Will** 18 **Perception** +7
Speed 6, climb 4 (spider climb) Darkvision
Immune disease, poison, sleep; **Resist** 10 necrotic
Saving Throws +2; **Action Points** 1

Traits

Burned by Sunlight (radiant)
Whenever Tloques starts its turn in direct sunlight, it takes 10 radiant damage.

Regeneration
Tloques regains 10 hit points whenever it starts its turn and has at least 1 hit point. When Tloques takes radiant damage, its regeneration does not function on its next turn.

Trapped by Water
Tloques cannot cross running water.

Standard Actions

Claw ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage.

Bite (healing) ✦ **At-Will**
Attack: Melee 1 (one creature that is restrained by Tloques, or that cannot see the vampire); +13 vs. AC
Hit: 1d10 + 6 damage, and Tloques regains 20 hit points.

Cloud of Bats (polymorph) ✦ **At-Will**
Effect: Tloques assumes the form of a cloud of bats until the start of its next turn. While in this form, Tloques cannot attack but becomes insubstantial, gains fly 8 (hover), gains a +5 power bonus to Stealth checks, and can move through enemies' spaces.

Corpsesight Gaze ✦ **Recharge** when no creature is restrained by this power
Attack: Ranged 5 (one creature); +11 vs. Fortitude
Hit: 2d10 + 5 damage.
Effect: The target becomes rigid like a corpse and is restrained until the end of Tloques's next turn.

Triggered Actions

Dust Form (illusion) ✦ **Recharge** ⚄ ⚅
Trigger: Tloques takes damage while bloodied.
Effect (No Action): Tloques becomes invisible. This effect lasts for 1 hour or until Tloques attacks, uses *cloud of bats*, or ends the effect as a minor action.

Skills Acrobatics +14, Athletics +15, Intimidate +12, Stealth +14
Str 22 (+10) **Dex** 20 (+9) **Wis** 17 (+7)
Con 20 (+9) **Int** 15 (+6) **Cha** 17 (+7)
Alignment evil **Languages** Olman
Equipment breastplate, axe, mask

Though arrogant and unyielding at first, Tloques is a survivor and a blood drinker. It does not kill living creatures, preferring to knock them unconscious so it can feast on their blood for days. If outmatched, it stalks enemies while invisible using *dust form*.

Because Tloques cannot cross running water, it is confined to areas 1 through 8, and it makes a desperate assault against the characters if they try to leave the area.

Features of the Area

Pillars and Tomb: The tomb is 5 feet high, and it costs 2 squares of movement for a character to move atop it. Both it and the pillars provide partial cover.

Treasure: The jade mask is worth 100 gp. The bone-and-jade breastplate is worth 300 gp. The battleaxe is a unique item, the *axe of Tloques*. It has a power attached to it that forces the character who picks it up to use only it in battle. Once the curse is triggered, the weapon can be stowed, but not removed from its wielder's possession. It teleports back to its wielder if it is somehow separated from that character. Once the curse is identified, it can be removed only with a Remove Affliction ritual or a similar effect.

Axe of Tloques Level 9 Uncommon
This bronze-bladed battleaxe's haft is wound with snakeskin and casts an unnatural shadow of a withered, clawed arm.
Weapon: Battleaxe 4,200 gp
Enhancement Bonus: +2 to attack rolls and damage rolls
Critical: +1d8 damage per plus
Utility Power ✦ Daily (Minor Action)
Effect: You can make melee basic attacks with this axe as a minor action until the end of your turn.
Utility Power ✦ At-Will (No Action)
Trigger: The wielder attempts to use another weapon during combat.
Effect: The *axe of Tloques* teleports to the wielder's hands, forcing that character to drop any other held weapon. In addition, the wielder must roll a d20. On a roll of 1, the dropped weapon is destroyed.

8. Courses of the Gods

The doors of this chamber are difficult to open because of the water around them, requiring a DC 16 Athletics check.

When the characters open the doors, read:
A rancid, dank pool has filled the floor of this chamber. What remains of stucco statues of fantastic creatures are poking up here and there out of the water. The door on the other side of the room has a damp, putrid green mass clinging to the wall just above it.

The pool is 2 feet deep, and the floor is difficult terrain. A character who makes a DC 16 Nature check or Dungeoneering check identifies the green mass to be only a colony of harmless algae.

Poisonous Gas: If the characters take more than a round to examine or interact with the algae, each adventurer must make a saving throw because of the poisonous gas.

9. Stone Statue

When the characters enter the corridor leading north, read:
Water from the last chamber trickles down this corridor in a slow stream, flowing under a set of double doors. A stone statue as tall as an ogre depicting an Olman warrior dressed in ceremonial garb is set into the right wall. The statue holds an empty stone tray.

This 12-foot-tall statue hides a secret door. A character who makes a successful DC 25 Perception check realizes that pulling down on the tray tilts the statue forward and reveals an opening behind it. The statue is heavy, requiring a DC 28 Athletics check to move. Up to two characters can assist on this check. However, the door and statue have been designed to look like a trap that will collapse the ceiling into the corridor, and the characters believe this unless one

of them makes a successful DC 23 Dungeoneering check. If the tray is pulled down, the ceiling does not collapse, but the statue leans forward and its weight breaks the pivoting mechanism so that the doorway can't be closed again.

10. Passage

This narrow, cramped corridor is 5 feet wide and 6 feet tall.

If the characters enter this corridor through the west end, read:
You squeeze into the opening behind the statue and find yourself in a narrow corridor that turns to the left after a short distance.

If the characters follow the corridor to its northern end, they see that it ends at a doorway blocked open by debris (see area 12B).

If the characters enter this corridor through the north end, read:
Beyond the debris-choked doorway is a narrow and apparently featureless passage.

Anyone who follows the narrow corridor to its terminus finds a blank wall and a dead end. (There's no way to manipulate the stone statue at area 9 from this side.)

11. Court of Cemanahuac

(Say-man-AH-wok: place surrounded by water)

This encounter uses the water-filled chamber depicted on the map on page 50.

If the characters enter from the south, read:
The doors before you are plated with bronze tinted blue from age. Beyond the doorway, the stream of water flows across a short hall with a pair of alcoves before draining down a set of steps a few feet away. The steps lead to a large central chamber flooded with brackish water. The water doesn't appear to be too deep, because the tops of a large bronze brazier and two broken urns rise above it in the center of the room.

If the characters enter from the north, read:
The stream of water under your feet flows down a set of steps right in front of you. The steps lead to a large central chamber flooded with brackish water. The water is seemingly not too deep, because the tops of a large bronze brazier and two broken urns rise above it in the center of the room.

When the characters move into the large chamber, read:
Columns line the chamber walls, and a thick patch of phosphorescent growth floats on the water behind one of the columns, glowing an eerie green. Water pours into the room down a set of stairs in the opposite wall.

The phosphorescent growth is the end of a tentacle belonging to Tecuziztecatl (Tay-COO-zeez-tay-COT-el), the Lord of Snails—a primal spirit similar to the hermit crab Kalka-Kylla. The Lord of Snails used to command the worship of the entire Olman empire. It has been forced to slumber in this chamber. Its body is hidden under the water, attached to the eastern wall, with one tentacle floating on the surface.

Tactics

Tecuziztecatl is highly intelligent and a boaster, and it is also itching for a fight after so many years being cooped up in this room. During combat, it says that it is a son of the moon, and announces each attack it is using and how the attack is part of its plan to defeat the characters.

If reduced to 55 hit points or fewer, Tecuziztecatl changes its tone. It grovels for surrender and offers safe passage across the trench (by stretching its body across the gap). If the characters continue with their assault, it retreats to the bottom of the trench, where it can remain for 2 hours.

Tecuziztecatl, Lord of Snails	**Level 8 Elite Brute**
Large natural magical beast (aquatic)	XP 700
HP 222; **Bloodied** 111	**Initiative** +5
AC 20, **Fortitude** 22, **Reflex** 20, **Will** 19	**Perception** +11
Speed 5, swim 3	Darkvision
Resist 5 all; **Vulnerable** 10 fire	
Saving Throws +2; **Action Points** 1	
Traits	
Truesight	
Tecuziztecatl can see invisible creatures and objects.	
Standard Actions	
Tentacle ✦ At-Will	
Attack: Melee 3 (one creature); +13 vs. AC	
Hit: 3d8 + 6 damage.	
Bite ✦ At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 3d10 + 4 damage.	
Double Attack ✦ At-Will	
Effect: Tecuziztecatl makes two melee basic attacks.	
Acid Spray (acid) **✦ Recharge** ⚅ ⚄ ⚃	
Requirement: Tecuziztecatl must be bloodied.	
Attack: Close blast 5 (creatures in the blast); +11 vs. Reflex	
Hit: 2d6 + 5 acid damage, and the target is dazed and slowed until the end of Tecuziztecatl's next turn.	
Move Actions	
Barrel Through ✦ Recharge when first bloodied	
Effect: Tecuziztecatl moves up to its speed, and can move through enemies' spaces during the move. Each time Tecuziztecatl enters an enemy's space for the first time during the move, the enemy takes 10 damage and falls prone. If any creature is in Tecuziztecatl's space when it ends the move, it slides that creature to the nearest unoccupied space.	
Skills Bluff +8, Diplomacy +8, Insight +11	
Str 18 (+8) **Dex** 13 (+5) **Wis** 14 (+6)	
Con 21 (+9) **Int** 17 (+7) **Cha** 8 (+3)	
Alignment unaligned **Languages** Olman	

Features of the Area

Columns: The columns are blocking terrain that provide partial cover.

Illumination: Tecuziztecatl's phosphorescence provides dim light throughout the chamber.

Brazier: The brazier in the center of the chamber provides partial cover.

Murky Water and Hidden Trench: It is impossible to see the chamber's floor through the murky water. The water is 3 feet deep, except for a 10-foot-wide section around the room's edge, which is a trench that drops 20 feet. The only way to detect the trench is to probe ahead.

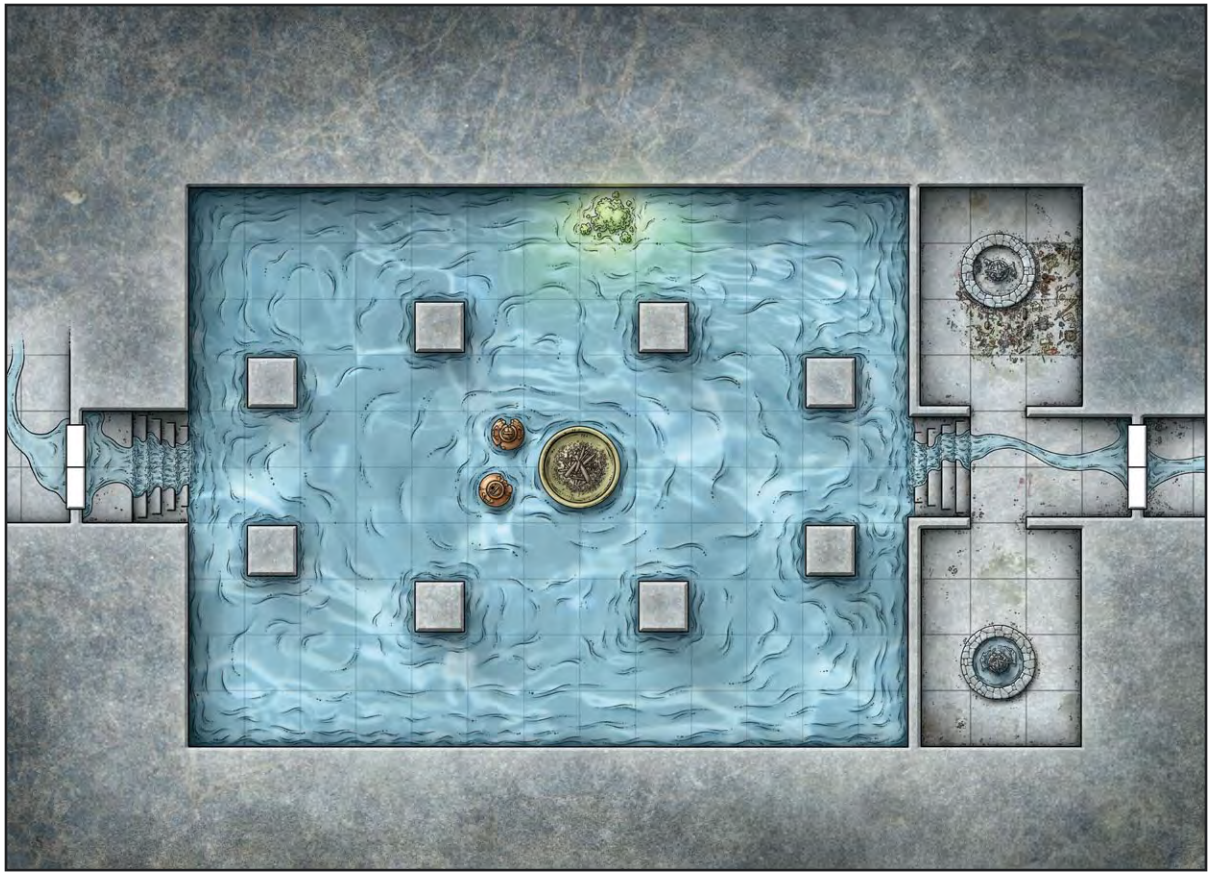
The water trench trap attacks any character who enters a trench square. If hit, the character sinks to the bottom and begins suffocating. While submerged and suffocating, the character must make an Endurance check at the end of each of his or her turns, beginning at DC 20 and increasing by 5 with each failure (see *Rules Compendium*, page 180).

Due to Tecuziztecatl's influence on the water in this chamber, a submerged character must make a DC 15 Athletics check to swim to the surface.

Water Trench	**Level 9 Trap**
Object	400 XP
Detect see Countermeasures	**Initiative** –
Immune attacks	
Triggered Actions	
Drop ✦ At-Will	
Trigger: A creature moves into one of the trench squares.	
Attack (Immediate Reaction): Melee 1 (the triggering creature); +12 vs. Reflex	
Hit: The target slides into the trench, sinks 4 squares (no damage), and begins suffocating.	
Countermeasures	
✦ Detect: A character probing ahead automatically detects the trench. A character who uses a reach weapon with a haft or a 10-foot pole can probe 2 squares within reach as a minor action. It takes two hands to probe ahead.	

11A. Alcoves

If the characters enter from the south, read:
Two alcoves, one to either side of the stairs, branch off from a short hall. Each alcove contains an old stone fountain that is cracked and crusted with a white chalky substance. The fountain to the right looks empty, with rubbish on the floor around it. The one to the left is filled with green scummy water that seems to ripple with color.



If the characters enter from the north, read:
Two alcoves, one to either side of the stairs, branch off from a short hall. Each alcove contains an old stone fountain that is cracked and crusted with a white chalky substance. The fountain to the left looks empty, with rubbish on the floor around it. The one to the right is filled with green scummy water that seems to ripple with color.

The rippling in the western fountain is an optical illusion created by the characters' light playing off the gem of an amulet at the bottom of the scummy water. The amulet is made of brass and chrysoprase, with an image of a snail carved into the gemstone. It's worth 65 gp and has deep sentimental value to the Lord of Snails (area 11), having once been the badge of office for Tecuziztecatl's high priestess.

If Tecuziztecatl sees the amulet, it demands its return. If the characters give it to the snail spirit, Tecuziztecatl stops fighting and offers the characters easy passage to the north, stretching its slimy body across the water trench to act as a bridge.

A harmless group of normal rats lives in the rubbish around the eastern fountain.

12. Shrine of Hurakan

(Ewe-RA-kan: god of storms)

This chamber is filled with 4 feet of water (a narrow stream enters from area 12B and exits to area 12A). Anyone opening the northern door releases a rush of water that can push creatures (including those in the room) along the corridor to the north and west.

Rush of Water Terrain	**Level 7 Hazard** 300 XP
Detect Dungeoneering DC 11	**Initiative** –
Immune attacks	
TRIGGERED ACTIONS	
Flood ✦ At-Will	
Trigger: The door is opened.	
Attack (Opportunity Action): Close burst 4 (creatures in the burst); +10 vs. Fortitude	
Hit: 1d10 + 7 damage, and the target is pushed 14 squares.	
Miss: Half damage, and the target is pushed 8 squares.	
COUNTERMEASURES	
✦ **Slow Push:** Athletics DC 23 (immediate interrupt). *Success:* The creature grabs onto something, such as the wall, and is pushed only half the indicated distance.	

Characters hit by the trap might get pushed all the way to the northern doors to area 11, or into the trench in that chamber, if those doors are open. The rushing water also acts as an alarm, informing Tecuziztecatl in area 11 of intruders approaching from the west if they haven't already encountered it.

If the characters enter this area from the south, they need to wade through the water (which is difficult terrain) to get to the door that triggers the trap.

12A. Overflow Corridor

This corridor has a steady stream of water running down it. Anyone opening the door at the eastern end of the hall sets off a rush of water (see area 12).

If the characters enter this area from the south, the rush of water has already been triggered.

12B. Overflow Corridor

This passage is damp and filled with mud and gravel. Rainwater trickles through tiny shafts in the ceiling into the middle of the corridor, then flows down a slight slope to the west, finally emptying into area 12.

Secret Door: This door is a block of stone in the wall set on a central stone pivot. The door is currently blocked open by debris from the overflow, making it obvious to the characters.

If the characters come upon this door after traveling through area 10, they can move easily into the wider corridor and then continue north or east.

13. Child of Zotzilaha

(Zoats-ee-LA-ha: vampire god of the underworld)

When the characters near the chamber, read:
You hear a faint melodious singing. The voice is sweet and alluring, yet so subtle that it seems to use the water drops falling from the ceiling of this area as its percussion.

If the adventurers try to sneak into the chamber, a DC 11 group Stealth check reveals the source of the singing and grants the characters a surprise round.

When a character first looks in the room, read:
Half of the room is filled with a pool of phosphorescent water, fed by a small stream from the south. A pair of partially submerged stone doors, each emblazoned with the symbol of the sun, is set into the wall on the far side of the pool. A heavenly creature in a white shawl is reclining in front of those doors The pool looks inviting, with its vivid blue water lapping against a sandy shore.

The figure is a nereid—a creature of the Elemental Chaos that appears as an object of romantic desire (either male or female) to whoever views it. This nereid's name is Dasa-Zotz (DA-sa-ZOATS), or "child of Zotzilaha." At least, that is the only name it remembers. Dasa-Zotz waits for its vampire master to return to this chamber, and over the centuries it has gone mad. Its song can draw characters toward it, and into its pool.

Dasa-Zotz, Nereid — **Level 8 Controller**
Medium elemental humanoid (water) — XP 350

HP 86; **Bloodied** 43 — **Initiative** +7
AC 22, **Fortitude** 19, **Reflex** 20, **Will** 23 — **Perception** +3
Speed 7, swim 8 — Low-light vision
Resist 5 poison

Traits

☼ **Song of the Nereid** (charm, psychic) ✦ **Aura** 8
Any enemy that starts its turn in the aura takes 15 psychic damage at the end of its turn unless it is closer to Dasa-Zotz at the end of its turn than it was at the start of that turn. Any creature that starts its turn adjacent to Dasa-Zotz must choose to either take 10 psychic damage or provoke an opportunity attack from the nereid.

Slowed by Cold
Whenever Dasa-Zotz takes cold damage, it is slowed until the end of its next turn.

Standard Actions

⊕ **Kiss** (charm) ✦ **At-Will**
Attack: Melee 1 (one living creature); +11 vs. Reflex
Hit: Roll a d6.
⚀ ⚁ ⚂: The target begins suffocating and must make a DC 20 Endurance check at the end of its turn. If the target succeeds, the effect ends. Otherwise, the target loses a healing surge and must make another Endurance check at the end of its next turn. The checks continue until the target succeeds or dies.
⚃ ⚄ ⚅: The target feels an incredible euphoria. The target gains 25 temporary hit points and a +2 bonus to all skill checks and ability checks until those temporary hit points are gone or the target gains temporary hit points from another source.

Ⓐ **Spittle** (acid) ✦ **At-Will**
Attack: Ranged 10 (one creature); +11 vs. Reflex
Hit: 1d10 + 7 acid damage, and the target is blinded until the end of Dasa-Zotz's next turn.

Move Actions

Watery Escape ✦ **Recharge** ⚃ ⚄ ⚅
Effect: Dasa-Zotz ends any dazing or slowing effect on it. It can then make an escape check with a +4 power bonus, and after that check it can move up to its speed.

Minor Actions

✧ **Control Water** ✦ **At-Will** (1/round)
Effect: Close burst 5 (enemies in the burst that are in water squares). The target takes 5 damage, and Dasa-Zotz slides the target 1 square.

Skills Acrobatics +12, Bluff +16
Str 12 (+5) — **Dex** 16 (+7) — **Wis** 8 (+3)
Con 14 (+6) — **Int** 14 (+6) — **Cha** 24 (+11)
Alignment evil — **Languages** Primordial, Elven
Equipment white seaweed shawl

Crac — **Level 9 Soldier**
Medium natural humanoid (aquatic, reptile), yuan-ti — XP 400

HP 100; **Bloodied** 50 — **Initiative** +9
AC 25, **Fortitude** 23, **Reflex** 21, **Will** 20 — **Perception** +6
Speed 7, swim 5
Resist 10 poison

Traits

Aquatic
Crac can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

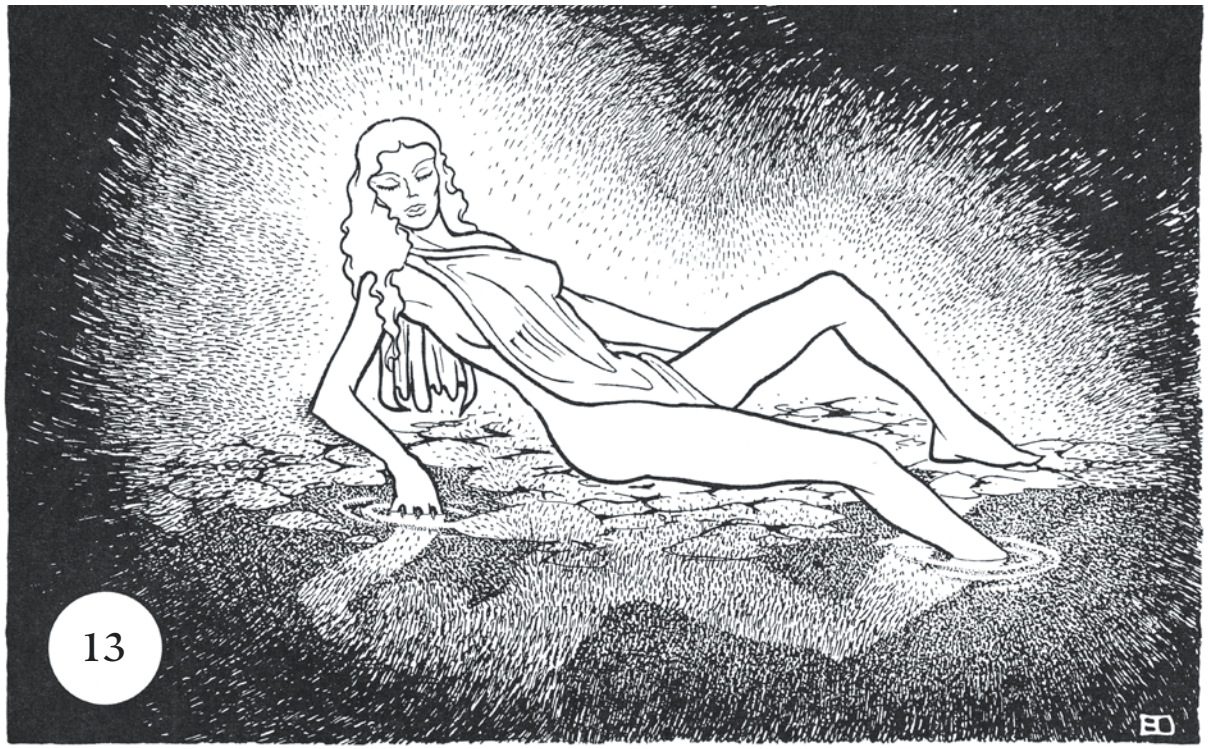
Standard Actions

⊕ **Lightning Trident** (lightning, weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 8 lightning damage, and the target is immobilized until the end of Crac's next turn or until Crac is no longer adjacent to the target.

Str 21 (+9) — **Dex** 16 (+7) — **Wis** 14 (+6)
Con 20 (+9) — **Int** 10 (+4) — **Cha** 11 (+4)
Alignment evil — **Languages** Common, Draconic

Tactics

Tasked by its beloved master to guard this chamber, Dasa-Zotz defends it with its life. If the characters try to talk to Dasa-Zotz, the nereid ignores them and keeps singing, relying on *song of the nereid* each turn to draw them to it.



When a character enters a water square, read:
The waters begin to heave and boil, and a serpentine creature with a vaguely humanoid head rises from the depths of the pool. The creature wears an elaborate headdress and wields a trident.

This creature is Crac, Dasa-Zotz's devoted yuan-ti servant. It initially attacks the enemy closest to it, but thereafter it goes for whichever character is nearest to Dasa-Zotz.

Features of the Area

Doors: The double doors to the east are difficult to pull open because of the water pressing against the bottom of them, requiring a DC 23 Athletics check.

Illumination: The phosphorescent water provides dim light throughout the chamber.

Pool: An illusion in the room makes Dasa-Zotz's pool look and feel like a tropical lagoon (Insight DC 28 to detect the illusion). The floor drops from the water's edge to a depth of 10 feet, except for a shelf that runs along the south and eastern walls (to the doors) 3 feet below the surface. Any character entering the water somewhere other than this shelf must make a DC 15 Athletics check to swim, or sink and begin suffocating until he or she returns to the surface (see *Rules Compendium*, page 180). The shelf squares are difficult terrain.

Treasure: In a small underwater niche (Perception DC 23 to find) are six gold statues (50 gp each), a gold mask (175 gp), and a sealed crystal scroll case containing two ritual scrolls, Raise Dead and Remove Affliction.

14. Flooded Hall

When the characters open the doors leading east from area 13 and move beyond them, read:
The corridor ahead of you has flooded with water because of the overflow from the room you just left.

The floor of this corridor is 1 foot higher than the shelf around the edge of area 13, so the water in the corridor is only about waist-deep. The first four squares of water heading east are difficult terrain.

The corridor ascends gently as it heads east, with the water stopping around the corner.

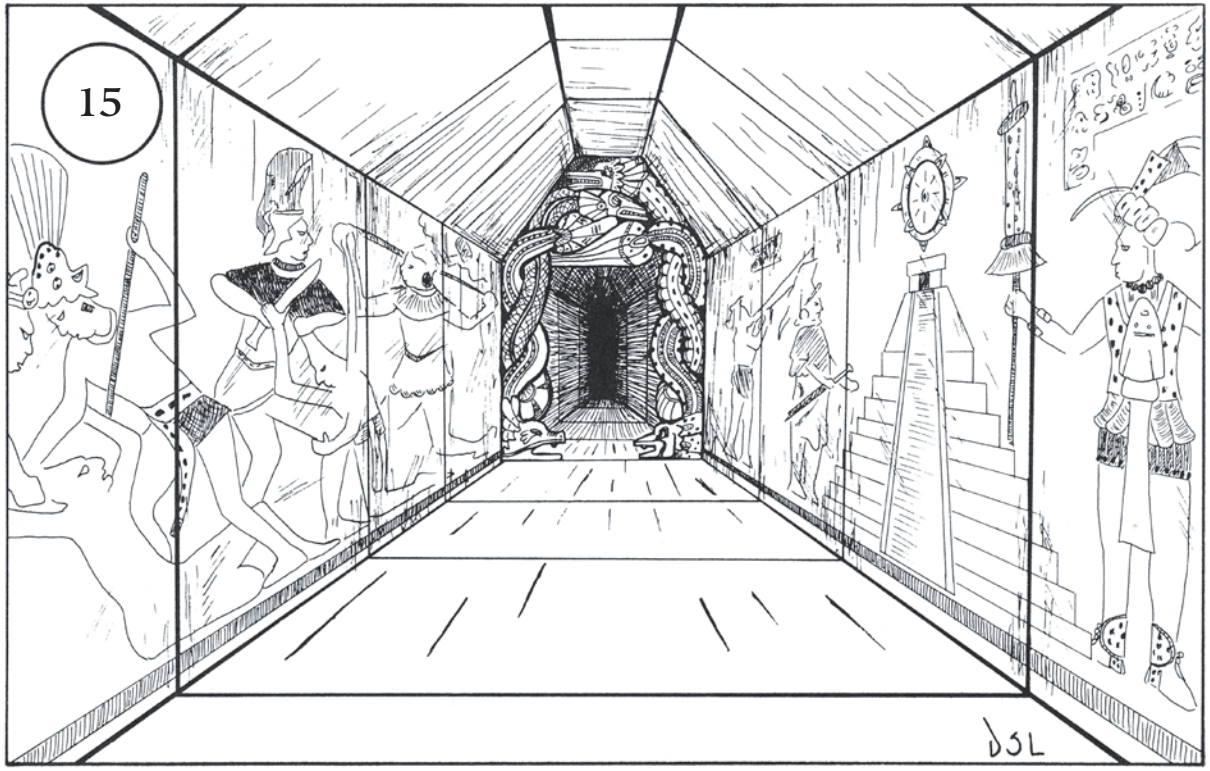
When the characters turn the corner, read:
A short flight of steps leads up to a landing in front of a set of double doors.

15. Great Hall

When the characters pass through the doors and look to the west, read:
This wide hallway has piles of rubble and debris scattered along its length, and the walls are covered with well-preserved frescos. The wall to the right depicts the Olman nation questing for a new land under the bright sun. The left wall has the scene of a battle between two tribes—one side bearing a red standard and the other bearing a black standard.

When the characters come close enough to see the archway, read:
At the far end of the hall is an archway carved as twined serpents. Beyond it, the corridor continues into the shadows.

The actual end of the corridor comes 1 square after the arch. The wall has a cleverly painted mural



designed to give the illusion of depth and reality (Insight DC 28 to detect the illusory wall).

Any character who attempts to move west through the wall triggers a portcullis to fall across the arch, trapping any characters west of the portcullis.

If any character searches the edges of the archway and makes a DC 23 Perception check, he or she detects the portcullis in the ceiling. Raising the portcullis requires a DC 23 Athletics check or Thievery check. Up to two characters can assist.

Poisonous Gas: For each attempt the characters make to escape from the portcullis using a skill check, each adventurer must make a saving throw because of the poisonous gas.

16. Secret Door

If the characters investigate the wall here, read:
The centerpiece of the mural on this wall is a giant symbol of a sun in bas relief, high over the floor of the corridor.

Eight feet above the floor in the center of the northern wall of the Great Hall (area 15) is a secret door marked by the sun symbol (Perception DC 16 to detect it). To open it, a character must push the sun inward, requiring that character to climb up to it or use an object.

On the back side of the door, visible to anyone who moves past the door into the adjoining corridor, is an Olman hieroglyph that reads, "Turn back!" It looks like it was hastily scrawled on the stone.

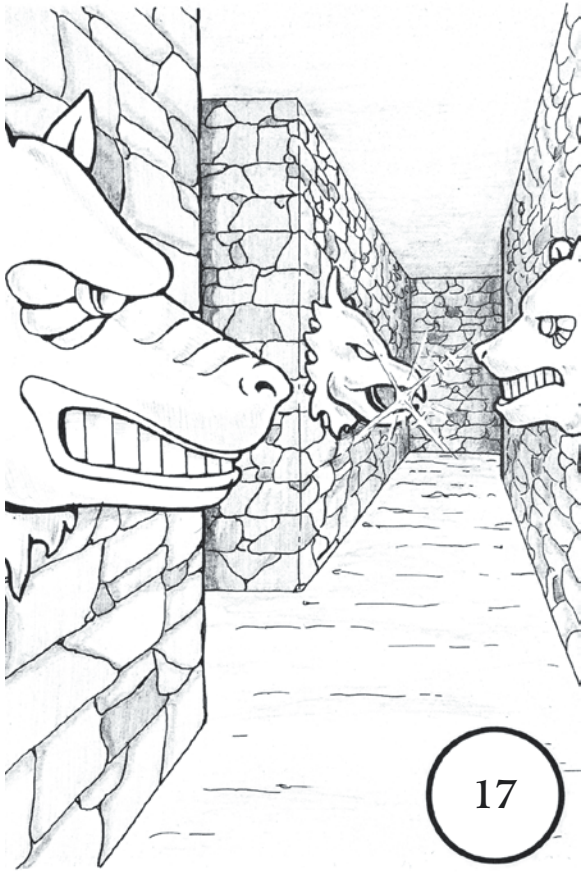
17. Hall of the Great Spirit

When the characters enter, read:
This corridor has a high ceiling and is decorated with sculptures mounted on the walls. You can make out two breaks in the wall, a narrow one to the right and a wider one beyond it to the left.

Four sculpted, stylized heads of animals adorn the walls. Nearest to you on the right is a bison head. On the left wall opposite the narrow passage is the head of a coyote. Next is the head of a grinning bear that faces the wider corridor. Beyond it, on the left wall, is the head of an eagle, beak open. Something shines in the eagle's mouth.

Each head juts out 1 foot from the wall and is 6 feet above the ground. Only the eagle sculpture is dangerous. A golden circlet is attached to the eagle's mouth, inside the open beak. Any creature that reaches into the eagle's mouth sets off the crushing jaws trap.

Crushing Jaws	**Level 7 Trap**
Object	300 XP
Detect Perception DC 16	**Initiative** +2
HP 40	
AC 18, **Fortitude** 16, **Reflex** 16, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	
Triggered Actions	
Crush ✦ Encounter	
Trigger: A creature reaches into the eagle's mouth.	
Attack (Opportunity Action): Melee 1 (triggering creature); +10 vs. Reflex.	
Hit: 3d8 + 6 damage, and the target is restrained (save ends). Until the effect ends, the target takes ongoing 10 damage.	
Countermeasures	
✦ **Disable:** Thievery DC 23 (standard action). *Failure (18 or lower):* The trap is triggered.	
✦ **Free:** Athletics DC 23 (standard action): *Success:* A creature restrained by the trap is freed. Up to two characters can assist.	



Treasure: The circlet is attached to the sculpture's mouth with glue, requiring a minor action to remove it. Originally designed as a ring by stone titans, the circlet is a +2 *circlet of the stone titans*.

Circlet of the Stone Titans Level 10+ Rare

This intricately crafted golden circlet allows you to petrify creatures with a touch.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Special: The circlet has three charges. Each time a creature uses *stone grasp*, a charge is used. When the charges are gone, the circlet loses its magic.

Property

You are immune to petrification effects.

Stone Grasp ✦ At-Will Attack (Standard Action)

Effect: You make a melee touch attack, but target Fortitude instead of any other defense. On a hit, the target is immobilized (save ends).

First Failed Saving Throw: The target is restrained (save ends) instead of immobilized.

Second Failed Saving Throw: The target is petrified until released with a Remove Affliction ritual.

15 Olman Zombies **Level 5 Minion Brute**

Medium natural animate (undead) XP 50 each

HP 1; a missed attack never damages a minion. **Initiative** +5

AC 17, **Fortitude** 18, **Reflex** 16, **Will** 15 **Perception** +4

Speed 4

Immune disease, poison

Standard Actions

⊕ **Slam ✦ At-Will**

Attack: Melee 1 (one creature); +10 vs. AC

Hit: 8 damage.

Triggered Actions

Deathless Hunger ✦ Encounter

Trigger: The zombie is reduced to 0 hit points, but not by a critical hit.

Effect (No Action): Roll a d20. On a 15 or higher, the zombie is instead reduced to 1 hit point.

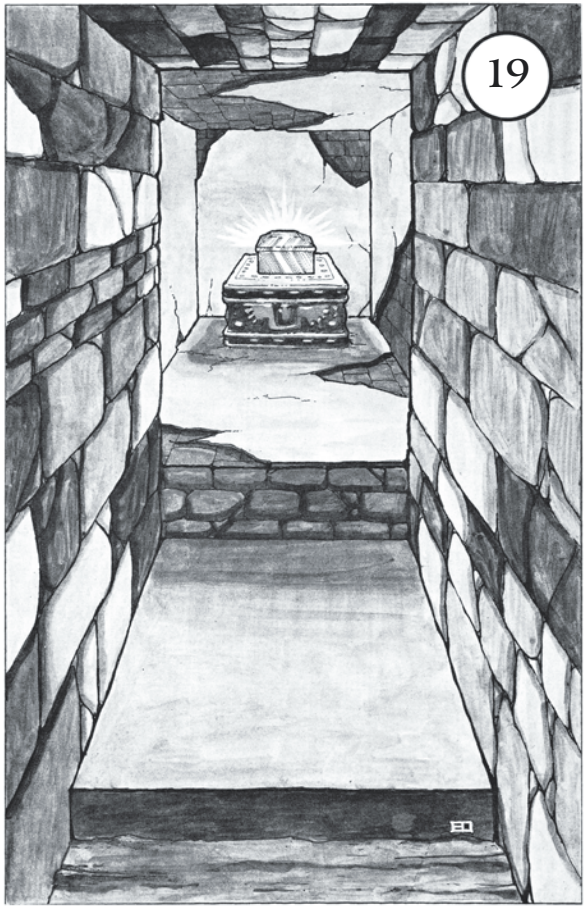
Str 21 (+7)	**Dex** 16 (+5)	**Wis** 14 (+4)
Con 20 (+7)	**Int** 10 (+2)	**Cha** 11 (+2)

Alignment unaligned **Languages** –

18. Hallway of the Ancestors

When the characters approach this area, read:
Within the shadows where the corridor turns, human figures stand lining the walls.

The figures are zombies, but they appear to be unblemished and preserved humans. When they are attacked, or when a creature moves more than 3



squares down this corridor, they animate and attack until they are destroyed.

Poisonous Gas: If the characters take more than 2 rounds to kill the zombies, each adventurer must make a saving throw after combat because of the poisonous gas.

19. Silver Coffer

When the characters reach this corridor, read:
A short passage to your left ascends two wide steps and ends in a small alcove. Within the alcove, a coffer of untarnished silver rests upon a five-foot-tall stone pedestal.

The floor around the pedestal is part of a sliding floor pit trap. When a creature moves adjacent to the pedestal, the floor tilts downward, sending the creature, the pedestal, and the coffer into the pit. The trap must be manually reset and remains open after triggering.

Sliding Floor Pit	**Level 7 Trap**
Terrain	300 XP
Detect Perception DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
Slide to Spikes ✦ At-Will	
Trigger: A creature enters a square adjacent to the pedestal.	
Attack (Immediate Reaction): Melee 1 (the triggering creature); +10 vs. Reflex	
Hit: The target falls 40 feet to the bottom of a pit filled with spikes, taking 5d10 damage and falling prone.	
Effect: The false floor slides downward, and the pit is no longer hidden.	
Countermeasures	
✦ **Disable:** Thievery DC 23 (standard action): *Success:* The floor is jammed open and the trap cannot attack.	

Poisonous Gas: If any character falls into the pit, each adventurer must make a saving throw because of the poisonous gas.

Treasure: The coffer is worth 100 gp.

20. Spirit Guard of Ayocuan

Both doors in this chamber are made from bronze. The door in the southern wall opens normally. See area 20A for the eastern door.

When the characters open either door, read:
This great chamber is filled with rubble and broken statues. Ranks of spearmen, supported by archers and warriors with clubs, once stood strong here, but now many are the victims of time and small cave-ins.

When the characters move far enough to see the northern area, read:
Peering between the broken statues lining an open area ahead, you see that they seem to be guarding a vaulted structure made of stucco.

The stucco structure is a sealed cairn. Breaking into it requires no check and releases Ayocuan, a very hungry wight.

Poisonous Gas: If the cairn is opened, each adventurer must make a saving throw after the combat because of the poisonous gas.

Ayocuan	**Level 8 Skirmisher**
Medium natural humanoid (undead), wight	XP 350
HP 88; **Bloodied** 44	**Initiative** +10
AC 22, **Fortitude** 21, **Reflex** 20, **Will** 19	**Perception** +3
Speed 7	Darkvision
Immune disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 radiant	
Standard Actions	
ⓘ **Claw** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 1d6 + 5 necrotic damage, the target loses a healing surge, and Ayocuan can shift up to 3 squares.	
Skills Stealth +13	
Str 20 (+9) **Dex** 18 (+8) **Wis** 8 (+3)	
Con 16 (+7) **Int** 12 (+5) **Cha** 17 (+7)	
Alignment evil **Languages** Olman	

20A. Barred Door

This bronze door is barred from inside area 20. The door must be forced open (Athletics DC 26) or broken (hp 100; AC/Reflex 8, Fortitude 15) to pass through it from the east.

21. Stone Block

A large stone block obstructs an intersection ahead, preventing passage. You can see corridors leading in two directions beyond it.

With some effort, the stone block can be shifted enough to allow characters to squeeze past it into either the corridor leading north or the one leading east. The corridor that the stone is shifted into is blocked and remains so unless the stone is shifted a second time from the opposite side. Shifting the stone requires four DC 23 Athletics checks or Dungeoneering checks. Up to two other characters can assist.

Poisonous Gas: If the characters get more than two failures before achieving four successes on these checks, each adventurer must make a saving throw because of the poisonous gas.

22. Chamber of the Nacehual

(Nah-SAY-wal: the achieved ones)

The first time the characters see into this room, read:

In the middle of this octagonal chamber are two stone divans, each with a human figure stretched out upon it—a middle-aged man and woman. A crystal flask and two crystal goblets are on a low stone table between the figures. Though perfectly preserved, the figures are dust-covered and apparently dead, since each is covered with a translucent, paper-thin snakeskin shroud.

The flasks look empty to casual observation, but examination reveals that one of them holds a silvery magical dust (Arcana DC 16). If the dust is mixed with any liquid, it creates a *potion of dreadful sleep*.

Potion of Dreadful Sleep Level 12 Uncommon

This clear liquid is flecked with strange silvery flakes.

Consumable: Potion 500 gp

Utility Power (charm) ✦ **Consumable** (Minor Action)

Effect: You drink this potion and fall into a deep slumber. While in this slumber, you are unconscious and do not age or need to breathe. drink, or eat, but are plagued by nightmares. This slumber can be ended only by a Remove Affliction ritual or similar effect.

The two human bodies are living monks suspended in sleep by a variation of the potion that their psionic discipline allows them some control over. If either is disturbed in any way or the glass flask is touched, both monks awaken. The female monk is named Oxomoco, and she tries to communicate with the characters in Olman when she first wakes, saying, "You have ended our long rest. Repent or suffer my wrath." The male monk's name is Cipactonal, and he follows Oxomoco's lead.

If the characters apologize for the disruption (a DC 23 Bluff check or Diplomacy check), the monks allow the heroes to leave this chamber, for a price. Each monk requires 2,600 gp in valuables (or an equivalent value magic item), or both will attack.

23. Triangular Pillar

When the characters enter the narrow corridor leading east, read.

A light flickers ahead of you, near a jog in the corridor. It turns the corner and moves away from you.

The light is a will-o'-wisp (see area 24). It is attempting to lure the characters into a sandbox trap in the next section of corridor. A character who makes a DC 16 Arcana check or a DC 23 Nature check recognizes the light as coming from a will-o'-wisp.

When the characters begin heading north in the wide corridor, they won't see the light, only a pit and a triangular block of stone beyond it with its apex pointing toward the pit. The pit is 10 feet deep and contains a litter of human and animal bones, but nothing of value.

2 Ancient Monks **Level 7 Elite Skirmisher**
Medium natural humanoid XP 600

HP 152; **Bloodied** 76 **Initiative** +10
AC 21, **Fortitude** 19, **Reflex** 20, **Will** 18 **Perception** +10
Speed 7
Saving Throws +2; **Action Points** 1

Standard Actions

⊕ **Unarmed Strike** ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 + 4 damage.

⨽ **Fist Flurry** ✦ **At-Will**
Effect: The monk uses *unarmed strike* three times.

Move Actions

Shifting Maneuver ✦ **At-Will**
Effect: The monk shifts up to 3 squares.

Minor Actions

Stunning Strike ✦ **Recharge** when first bloodied
Effect: The next time the monk hits with a melee attack before the end of this turn, the target is also stunned until the end of the monk's next turn.

Skills Acrobatics +13, Athletics +12

Str 18 (+7)	**Dex** 20 (+8)	**Wis** 14 (+5)
Con 12 (+4)	**Int** 10 (+3)	**Cha** 16 (+6)

Alignment evil **Languages** Olman, Supernal

23A. Strange Door

Any character who searches the triangular block and makes a DC 16 Perception check finds arc-shaped scratches on the floor and ceiling around the block. Pushing the block requires a DC 11 Athletics check that causes it to pivot (like a revolving door), creating an opening large enough for a Medium creature to squeeze through.

The will-o'-wisp can bypass the block without pushing it. It awaits, concealed, in area 24.

Hungry Will-O'-Wisp	**Level 10 Lurker**
Small fey magical beast	XP 500
HP 55; **Bloodied** 27	**Initiative** +15
AC 22, **Fortitude** 19, **Reflex** 24, **Will** 22	**Perception** +11
Speed 0, fly 6 (hover; altitude limit 2)	Low-light vision

Traits

Insubstantial

The will-o'-wisp takes half damage from attacks that do not deal force or psychic damage.

Standard Actions

⊕ **Glimmer Wisp** (radiant) ✦ **At-Will**

Attack: Melee 2 (one creature); +13 vs. Reflex

Hit: 3d6 + 6 radiant damage.

⸸ **Spirit Drain** (psychic) ✦ **At-Will**

Attack: Melee 3 (one creature); +13 vs. Fortitude

Hit: 2d8 + 3 psychic damage, and the target is weakened (save ends). In addition, the will-o'-wisp gains a +4 power bonus to attack rolls until the end of its next turn.

✧ **Luring Glow** ✦ **At-Will**

Attack: Close burst 20 (one creature in the burst that is not blinded); +13 vs. Will

Hit: The target is pulled 3 squares and dazed (save ends).

Free Actions

Fey Light ✦ **At-Will**

Effect: A will-o'-wisp can give off light as a torch or extinguish this light. The will-o'-wisp must be giving off light to attack. While darkened, the will-o'-wisp has total concealment.

Triggered Actions

Blink Out (teleportation) ✦ **At-Will**

Trigger: An attack misses the will-o'-wisp.

Effect (Immediate Interrupt): The will-o'-wisp teleports up to 5 squares and extinguishes its *fey light*.

Skills Stealth +16

Str 4 (+2)	**Dex** 22 (+11)	**Wis** 12 (+6)
Con 13 (+6)	**Int** 8 (+4)	**Cha** 18 (+9)

Alignment evil **Languages** Elven

24. Sandbox

The will-o'-wisp is hidden in this corridor beyond an elaborate sandbox trap. The sandbox has a pair of timber walls that drop to trap the characters when a creature steps on the trigger plate (the 2-square-by-2-square area south of the northern wall).

At that point, the will-o'-wisp and the sandbox trap roll initiative. The will-o'-wisp attacks while the sandbox fills with sand. Once the characters escape the sandbox, it becomes blocking terrain.

Sandbox Trap	**Level 7 Trap**
Object	300 XP
Detect Perception DC 23	**Initiative** –
HP 60 per wall	
AC 18, **Fortitude** 16, **Reflex** 16, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	

Triggered Actions

Entrapping Timbers ✦ **Encounter**

Trigger: A creature enters one of the trigger squares.

Effect: Two timber walls drop from the ceiling, trapping creatures between the walls. The chamber then begins filling with sand. While trapped, a creature must make a DC 20 Endurance check at the end of its turn. On a failure, it loses a healing surge.

Countermeasures

✦ **Delay:** Thievery DC 23 (standard action). *Success:* One sand hole is plugged. Four successes mean sand stops pouring in for 1 minute. Then the plugs fail, and the holes must be plugged again.

✦ **Break:** Destroying a wall allows escape.

The will-o'-wisp hides beyond the trap on the side opposite where the characters come from (make a Stealth check for it). Once the trap triggers, the will-o'-wisp uses *spirit drain* on any character within range, targeting anyone attempting to break through one of the timber walls as long as it is adjacent to that wall. It uses *luring glow* to draw an enemy near it.

Poisonous Gas: If the characters escape from the sandbox trap into the southern corridor instead of the northern one, each adventurer must make a saving throw because of the poisonous gas.

25. Nest of Warriors

When the characters enter this room from any direction, read:

A bitter reek assails your senses. The chamber beyond contains piles of rubbish and offal, among which ghostly lanterns move about the floor. You quickly realize that the lanterns are actually strange glowing glands on the abdomens of large beetles crawling about.

These ghostlight beetles are kin to the fire beetle. They are not aggressive unless threatened or their breeding piles are disturbed. The beetles provide dim light throughout the room.

13 Ghostlight Beetles	**Level 6 Minion Brute**
Small natural beast	XP 63
HP 1; a missed attack never damages a minion.	**Initiative** +5
AC 18, **Fortitude** 18, **Reflex** 17, **Will** 16	**Perception** +4
Speed 6	

Standard Actions

⊕ **Bite** ✦ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 8 damage.

Str 17 (+6)	**Dex** 15 (+5)	**Wis** 13 (+4)
Con 15 (+5)	**Int** 4 (+0)	**Cha** 11 (+3)

Alignment unaligned **Languages** –

Poisonous Gas: If the characters attack the beetles, each adventurer must make a saving throw after the combat because of the poisonous gas.

Treasure: If any characters thoroughly search the room, which takes 10 minutes, a DC 23 Perception check reveals silver and gold coins worth 100 gp, and a +2 *vicious dagger*.

26. Bottom of Ramp

If the characters enter this corridor from the south, read:
After squeezing past the stone block, you are in a passageway that slopes upward ahead of you. Stone cylinders are set in the floor at 2-foot intervals.

The stone cylinders are rollers that were used during the construction of the complex. They're not slippery but can't be moved across quickly: A character who moves more than half speed on the ramp must make a DC 16 Acrobatics check. On a failed check, the character falls prone and slides 3 squares down the slope (to the south).

When the characters arrive at the top of the ramp, go to the description of area 26 in the first tier on the following page.

27. Bottom of Stairs

If the characters enter this corridor from the south, read:
The passage ahead of you is one long set of stairs leading upward, interrupted by small landings every few feet.

The squares that contain stairs are difficult terrain for creatures ascending the corridor. This area is not perilous until a character enters one of the trigger squares shown on the map. On its turn, a millstone is released from the top of the stairs and begins rolling down the stairway. The millstone is 2 squares wide and 1 square deep, and it must move forward. It moves 8 squares during its turn. It stops moving when it crashes into the doorway leading to area 25.

When a creature enters the millstone's square or when the millstone enters a creature's square, the trap makes an attack against that creature.

Millstone Trap	**Level 7 Trap**
Object	300 XP
Detect Perception DC 23	**Initiative** +9
Immune attacks	
Standard Actions	
ǂ **Rolling Millstone** ✦ **Encounter**	
Attack: Melee 0 (one creature in the millstone's square); +10 vs. Reflex	
Hit: 2d10 + 9 damage, and the target falls prone.	
Countermeasures	
✦ **Disable:** Thievery DC 23 (standard action). *Success:* The pressure plate is disabled, and the trap cannot attack.	
✦ **Leap Away:** Acrobatics DC 23 (immediate interrupt). *Success:* The character leaps over the millstone when it hits, avoiding damage.	

First Tier

Beyond areas 21 and 25, two passages lead upward from the lower chambers to the first tier of the shrine. The heavy poisonous gas does not extend beyond the northern ends of areas 26 and 27, and the characters no longer take damage from exposure.

Now that the characters can take extended rests without harm, keep track of how many they take—the final fight atop the pyramid becomes harder with each extended rest taken (see area 54).

26. Top of Ramp

If the characters reach the top of the ramp after ascending it from the lower chambers, read:
At the top of the incline, you breathe clean air for the first time in a long while.

Continuing along their path takes the characters to a T intersection from where they can proceed left toward area 29 or right in the direction of area 28.

If the characters reach the top of the ramp by coming from the north, read:
The corridor descends in front of you. A line of stone cylinders is embedded in the floor, and the air in this sloping tunnel is cloudy and foul-smelling.

If the characters move down the slope, see the details in "26. Bottom of Ramp."

27. Top of Stairs

If the characters reach the top of the stairs after ascending from the lower chambers, read:
At the top of the incline, you breathe clean air for the first time in a long while.

When the characters approach area 28, refer to the next area description.

If the characters reach the top of the stairs by coming from the west, read:
You step around a large stone cylinder and look to the right, where a series of stairways leads downward. The air in this sloping corridor is cloudy and foul-smelling.

It's possible for the characters to set off the millstone trap (see the previous page) by entering one of the trigger squares from this side.

28. Arc of Nanahuatcin

(Na-na-WA-zen: the pimply one)

When the characters enter this chamber from either direction, read:
This hallway is vaulted, spacious, and strangely scoured. Though the room is not pristine—thanks to the ravages of time—there are scorch marks on the walls. Statues of a half-dozen baboonlike creatures are randomly distributed around the room; some have fallen and chipped.

This hall is the lair of a beholder, trapped and bound to the chamber to serve as a guardian. A character searching around either hall entrance who makes a successful DC 23 Perception check finds Olman hieroglyphs scribed into the stone walls. A DC 23 Arcana check reveals them as magical binding runes of some type. A character can disable the runes around both entrances with a DC 16 Arcana check or Thievery check.

Although the runes bind the beholder to the hall, its eye ray attacks can affect targets outside the area. When the characters enter the room, the beholder is hiding within the shadows near the ceiling in the center of the southern wall. A character who makes a successful DC 19 Perception check can detect the beholder's presence.

When someone detects the beholder or at least half the characters are in the room, read:

Ahead, something spherical floats down from the shadowy ceiling of this place. It has a central eye and nearly a dozen tentacles growing out of its body. Each of the writhing tentacles ends in a smaller eye. As it flies nearer, it begins speaking as though trying to communicate.

Nanahuatcin **Level 9 Solo Artillery**
Large aberrant magical beast, beholder XP 2,000

HP 392; **Bloodied** 196 **Initiative** +9
AC 23, **Fortitude** 21, **Reflex** 22, **Will** 22 **Perception** +11
Speed 0, fly 4 (hover) All-around vision, darkvision
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision
Enemies can't gain combat advantage by flanking Nanahuatcin.

Standard Actions

Bite ✦ At-Will
Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 8 damage.

Eye Rays ✦ At-Will
Effect: Nanahuatcin uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.
1. *Charm Ray* (charm): Ranged 10; +14 vs. Will; the target is dominated until the end of its next turn.
2. *Wounding Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d10 + 6 necrotic damage.
3. *Sleep Ray* (charm): Ranged 10; +14 vs. Will; the target is immobilized (save ends). *First Failed Saving Throw:* The target is knocked unconscious instead of immobilized (save ends).
4. *Telekinesis Ray*: Ranged 10; +14 vs. Fortitude; Nanahuatcin slides the target up to 4 squares.
5. *Slowing Ray* (necrotic): Ranged 10; +14 vs. Reflex; 3d6 + 5 necrotic damage, and the target is slowed (save ends).
6. *Brilliant Ray* (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).
7. *Terror Ray* (fear, psychic): Ranged 10; +14 vs. Will; 2d8 + 5 psychic damage, and Nanahuatcin pushes the target its speed.
8. *Petrifying Ray*: Ranged 10; +14 vs. Fortitude; the target is petrified (save ends). *Aftereffect:* The target is immobilized (save ends).
9. *Death Ray* (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).
First Failed Saving Throw: The target is dazed and weakened (save ends both).
Second Failed Saving Throw: The target dies.
10. *Disintegrating Ray*: Ranged 10; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).

Eye Ray Frenzy ✦ Recharge ⁞⁞
Requirement: Nanahuatcin must be bloodied.
Effect: As *eye rays* above, except Nanahuatcin makes three eye ray attacks.

Minor Actions

Central Eye ✦ At-Will (1/round)
Attack: Close blast 5 (enemies in the blast): +12 vs. Will
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

Triggered Actions

Random Eye Ray ✦ At-Will
Trigger: Nanahuatcin is conscious and an enemy starts its turn within 5 squares of it.
Effect (No Action): Nanahuatcin uses one random eye ray against the triggering enemy.

Str 18 (+8)	**Dex** 20 (+9)	**Wis** 15 (+6)
Con 18 (+8)	**Int** 19 (+8)	**Cha** 20 (+9)

Alignment evil **Languages** Deep Speech, Olman

Have the characters roll initiative, and do the same for the beholder. The beholder is Nanahuatcin, or at least that's what the Olman called it. Over the centuries, it has forgotten its own name. It enters combat without hesitation, but as it fights, it remains open to discussion with the characters, especially if the dialogue involves freeing the beholder from this hall. If any character tries to talk to it, he or she can make a DC 16 Diplomacy check as a standard action to start a conversation during the fight.

Disabling the Olman binding hieroglyphs at each exit frees Nanahuatcin, but as soon as the beholder leaves the room, it crumbles to dust. The binding magic also preserved its life.

29. Tomb of Pelota

The first time the characters approach the squares marked X, read:

As you come upon a turn in the passageway, you notice line drawings on the walls. The drawings depict a game, where players attempt to get a ball through stone goals. Other drawings show priests killing some of the players with ceremonial daggers.

Ahead, where the corridor turns right, is a capstone in the floor. It fills the entire corner of the corridor but is only a hand-length in height above the floor. On the wall to your left above the capstone is a small niche carved into the wall in a spherical shape.

Pelota was a favorite game of the Olman. It pitted a dangerous magic ball against a team of warriors. During a game, the ball would seek to move itself into its goal, while the players attempted to move the ball into their goal. Each time the ball scored a goal, a warrior from the opposing team was sacrificed to the vampire god Zotzilaha. To win, the warriors needed to score only once. The drawings and hieroglyphs on the wall explain the rules and importance of the game.

The north-south corridor is a pelota run. Ball-sized niches in both the north and south walls of the run serve as goals.

Any character who makes a successful DC 16 Perception check while examining the capstone notices dust-covered Olman hieroglyphs on the stone. They read, "Dare not open this pit, lest you meet the challenge of the game." The capstone can be removed easily.

When the capstone is removed, read:
The stone covers a shallow pit. At the bottom of the pit are the skeletal remains of a human. Lying among the remains are some carved pieces of jade, a jade plaque, and a glistening black ball the size of a melon.

Pelota Ball	**Level 7 Trap**
Tiny object	300 XP
Detect see Countermeasures	**Initiative** special
AC 22, **Fortitude** 18, **Reflex** 22, **Will** –	
Immune damage, all conditions	
Speed 0, fly 4 (hover)	
TRAITS	
Ricochet Propulsion	
To move on its own, the ball must propel itself by bouncing off the opposing walls of the corridor. It always moves in a zigzag path on its turn, ricocheting off one wall toward the other one.	
Forced Rebound	
A hit deals no damage to the ball but allows the attacker to slide the ball up to 4 squares. On a critical hit, the slide can be up to 8 squares.	
TRIGGERED ACTIONS	
Deadly Ricochet (necrotic) ✦ **At-Will**	
Trigger (No Action): The ball enters a creature's space. *Effect:* The creature takes 1d10 + 5 necrotic damage.	
COUNTERMEASURES	
✦ **Discern:** Arcana DC 16 (minor action). *Success:* The character realizes the ball deals necrotic damage to any creature the ball touches.	
✦ **Duck:** Acrobatics DC 23 (immediate interrupt). *Success:* The character takes no damage from *deadly ricochet*.	

When a character interacts with the ball or tries to pick it up, read:
The ball is cold, stealing the warmth of the air around it. It is crafted from a strange, glistening, black leather material. Looking at it makes you dizzy and hurts your mind. It then lurches into the air, like a living thing.

If any character tries to touch the ball, he or she takes 1d10 + 5 necrotic damage. The ball's yielding but impenetrable material comes from a creature of the Far Realm, and it fuels the magical effect of the ball.

The ball flies into the air and begins a pelota game against the players, whether they want to play or not. Its goal is the northern niche, and the characters' goal is the southern niche. Have the characters roll initiative. The ball goes on an initiative count 1 higher than the highest initiative among the characters.

When the ball moves into its goal, one random character dies and the game starts again, with the ball reappearing at the center of the run.

If the characters make a goal, the ball disappears (returning to the Far Realm), and the game ends.

Treasure: When the characters win the game, a small secret compartment opens in the northern goal (Perception DC 28 to notice it otherwise). It contains a fishskin pouch with four pearls each worth 100 gp and a *whistle of the wind*.

Whistle of the Wind	Level 5 Uncommon
Made of an eagle bone with feather decorations, this whistle grants the power of flight.	
Wondrous Item	1,000 gp
Property	
Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.	
Utility Power ✦ Encounter (Standard Action)	
Effect: Until the end of your turn, you can fly up to 8 squares as a move action, but you must end the move on solid ground or fall.	

30. Guardian Beast

When the characters enter this room, read:
This six-sided chamber is devoted to cats. The far wall to your right is carved to resemble the snarling face of a hollow-eyed tiger. At the center of the room is a mummified tiger, posed as if on guard. Squaring off against the tiger from a short distance, near the wall with the tiger carving, is a stone statue of a man with a jaguar head holding a spear. Scattered throughout the room are other stuffed and mummified felines, none much larger than a farm cat.

In the center of the wall to your left, a stone sculpture is set in the wall above an altar. On either side of you are other doorways that exit the chamber.

The statue is a petrified werejaguar. Unlike most petrified creatures, it has remained aware, witnessing the passage of time in an unchanging room for centuries, while becoming quite insane. It can return to flesh only if a creature touches it or one of the mummified cats in this room.

When a character touches one of the cats or the statue, read:
Suddenly, the statue comes to life with a snarl. It turns toward the closest intruder and brandishes its spear.

Tactics

The werejaguar, in hybrid form, tries to concentrate its attacks on the character closest to it.

Features of the Area

Altar: Resting on the altar behind a jade cat statue is a silvered +2 *magic dagger*. The cat statue is worth 100 gp. Any character who moves adjacent to the altar can see the dagger behind the statue.

Stuffed Cats: The mummified tiger is represented by a large stuffed animal symbol. It is blocking terrain and provides partial cover.

The smaller symbols are the other stuffed cats. The squares they occupy are difficult terrain.

Werejaguar Guardian	**Level 7 Elite Skirmisher**
Medium natural (shapechanger), human	XP 600
HP 154; **Bloodied** 77	**Initiative** +13
AC 21, **Fortitude** 19, **Reflex** 22, **Will** 17	**Perception** +6
Speed 7 (8 in jaguar form)	Darkvision
Saving Throws +2; **Action Points** 1	

Traits

Regeneration

The werejaguar regains 10 hit points whenever it starts its turn and has at least 1 hit point. When the werejaguar takes damage from a silvered weapon, its regeneration does not function on its next turn.

Easily Petrified

The werejaguar takes a –5 penalty to saving throws against petrifying effects.

Standard Actions

⊕ **Spear** (weapon) ✦ **At-Will**

Requirement: The werejaguar must be in human or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 3d6 + 5 damage.

⊕ **Bite** (disease) ✦ **At-Will** (1/round)

Requirement: The werejaguar must be in jaguar or hybrid form.
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d10 + 4 damage. At the end of the encounter, the target makes a saving throw. On a failure, the target contracts the werejaguar curse of vengeance (stage 1).

Stab and Chew ✦ At-Will

Requirement: The werejaguar must be in hybrid form and cannot use this power during the same turn it uses *biting stride*, unless it spends an action point.
Effect: The werejaguar uses *spear* and *bite*.

Move Actions

Biting Stride ✦ At-Will

Requirement: The werejaguar must be in jaguar or hybrid form.
Effect: The werejaguar moves up to half its speed. Once during the move, if an enemy hits it with an opportunity attack, it can use *bite* against the attacker as a free action.

Minor Actions

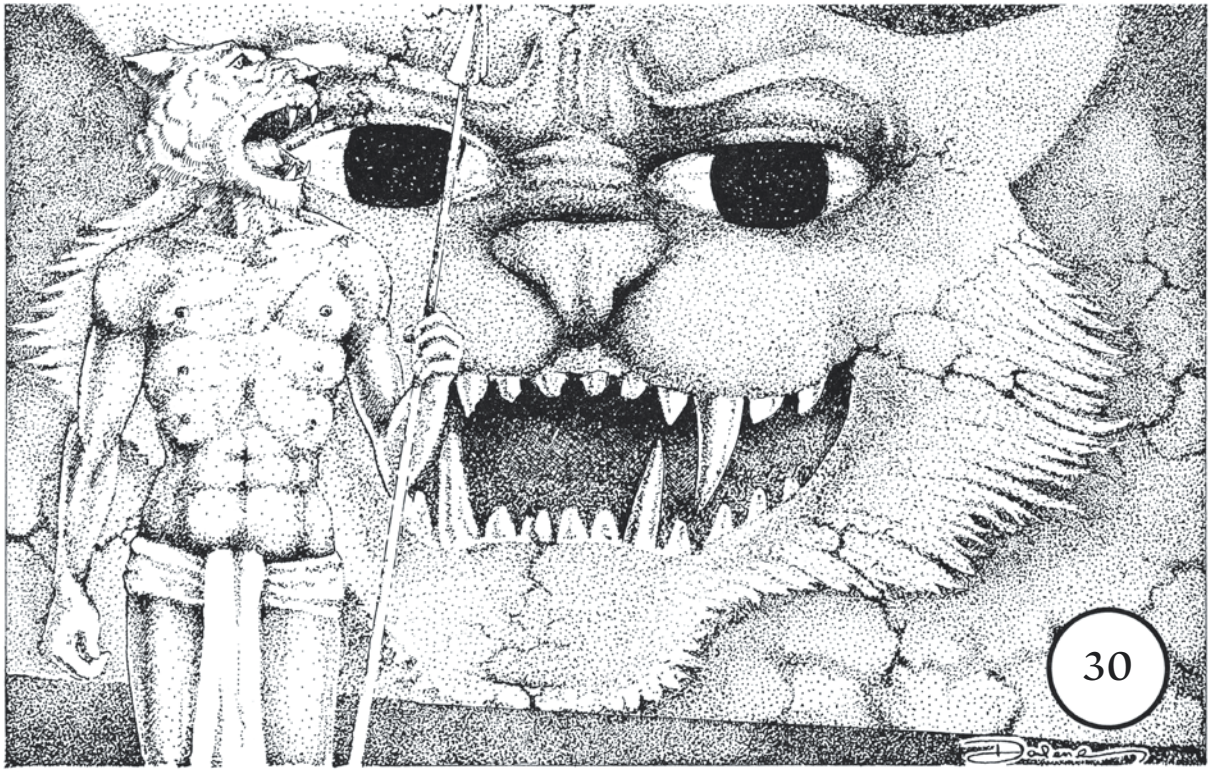
Change Shape (polymorph) ✦ **At-Will**

Effect: The werejaguar alters its physical form to appear as a Medium jaguar, a unique human, or a hybrid.

Skills Acrobatics +16, Athletics +13, Nature +11

Str 20 (+8)	**Dex** 27 (+11)	**Wis** 16 (+6)
Con 13 (+4)	**Int** 10 (+3)	**Cha** 11 (+3)

Alignment evil **Languages** Olman



Characters can move into or through these squares without touching the cats.

Secret Doors: See areas 31 and 38 for details of these passageways.

Werejaguar Curse of Vengeance Level 6 Disease

This lycanthropic affliction shatters the will and creates a delusional lust for vengeance.

Stage 0: The target recovers from the disease.
Stage 1: While affected by stage 1, the target takes a –2 penalty to Will.
Stage 2: While affected by stage 2, whenever the target makes an attack, it must attack the creature that attacked it most recently since its last turn.
Stage 3: While affected by stage 3, if the target took damage since its last turn, it must make a melee basic attack during its turn. If other creatures (including allies) are adjacent to the target when it makes this melee basic attack, it randomly chooses one of those creatures as the target of its attack.
Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.
11 or Lower: The stage of the disease increases by 1.
12–15: No change.
16 or Higher: The stage of the disease decreases by 1.

31. Calendar Stone

When a character stands before the altar for the first time, read:

A large limestone wheel with a sun carved in its center and adorned with hieroglyphs hangs above the stone altar.

The wheel is a calendar stone. A character investigating it who makes a DC 16 Perception check detects the secret door and opens it by pushing on the sun carving. The doorway leads into a narrow tunnel that is only wide enough for a Medium or smaller creature to squeeze through.

32. Portal to Death

When a character enters this area for the first time, read:

The door at the end of the crawlspace opens into a corridor with three exits: a pair of double doors in front of you, and a single door at each end of the hallway.

A gold disk seals the double doors. The door to the right is carved with the figure of a bear holding an obsidian disk. The left door is made from bronze and bears a carving of a snake eating its own tail.

The door to the north is a false door that is trapped. A creature that tries to open the door triggers the obsidian disk trap, which releases a psychic blast.

The door to the south is stuck (Athletics DC 16 to open). Beyond it is a small alcove that is enchanted with a one-way teleportation feature. This feature is detectable by a creature that succeeds on a DC 23 Arcana check while adjacent to the alcove. Any creature that enters the alcove is teleported to area 15, arriving through one of the murals, and must immediately make a saving throw against the poisonous gas.

The double doors are warded with a golden seal across their center. A character examining the seal who makes a DC 16 Arcana check determines that it bars the passage of aberrant creatures. Olman hieroglyphs on the seal read, "Beware! Beyond this door is death!" Opening the doors breaks the seal.

Obsidian Disk	**Level 7 Elite Trap**
Object	600 XP
Detect Arcana DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
Nullifying Blast (psychic) ✦ **At-Will**	
Trigger: A creature tries to open the false door.	
Attack (Opportunity Action): Close blast 3 (creatures in the blast); +8 vs. Will	
Hit: 2d10 + 9 psychic damage, and ongoing 10 psychic damage and the target is immobilized (save ends both).	
Countermeasures	
✦ **Disable:** Arcana or Thievery DC 23 (standard action). *Success:* The disk is unable to attack for 1 minute. *Failure (18 or lower):* The trap is triggered and attacks.	

33. Ancient Tamoachan

(Tah-mo-AH-chan: the home sought after)

When the characters open the doors, read:

A pillared landing overlooks a great chamber that holds a gigantic model of a city—most likely the vine-choked ruin sprawling somewhere above you.

When they can see the center of the large chamber, read:

In the center of the model, three rivers meet to form a lake. Atop that lake is a tarnished copper dragon ship bearing a human-sized copper coffin.

When a creature enters any of the landing squares (between the doors and the steps), a fiery floor trap is triggered, releasing a gout of fire in that square that continues to burn.

A character who makes a successful DC 18 Perception check or Arcana check detects runes engraved into the dust-covered squares in this area.

Fiery Floor Trap	**Level 10 Trap**
Terrain	500 XP
Detect Arcana DC 18	
Immune attacks	
Triggered Actions	
Wall of Flame (fire, zone) ✦ **At-Will**	
Trigger: A creature enters one of the landing squares.	
Attack (Immediate Reaction): Melee 0 (one creature); +13 vs. Reflex	
Hit: 2d6 + 6 fire damage, and ongoing 5 fire damage (save ends).	
Effect: The square becomes a zone that lasts for 5 minutes. Whenever a creature ends its turn in the zone, the creature takes ongoing 10 fire damage (save ends).	
Countermeasures	
✦ **Disable:** Arcana or Thievery DC 18 (standard action). *Success:* The magic runes in one square are disrupted and stop functioning for 5 minutes.	

This chamber is the tomb of Tlacaelel (Tlah-kah-AYL-ayl), a powerful Olman priest-king, and protecting this tomb is the true purpose of most of the deadly traps and precautions in the shrine. In response to its transgressions against them, and out of respect for Tlacaelel's power, the Olman entombed Tlacaelel in this vault.

As soon as the characters are within 2 squares of the coffin, long-sleeping Tlacaelel wakes and scans the characters' minds (undetected), then takes the form of someone the characters recognize (such as a comrade who has died) and attempts to join the party.

The first time a character moves to within 2 squares of the coffin, read:

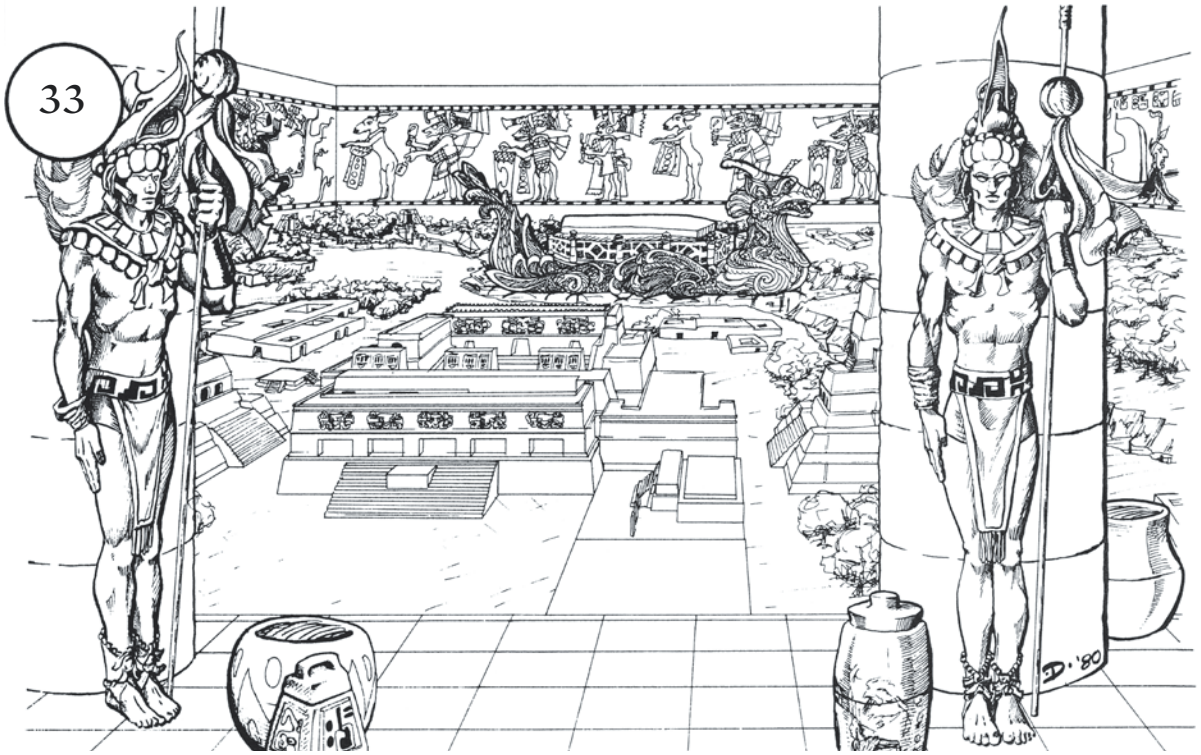
The lid of the coffin opens and falls away. Emerging from the opening is someone you thought you might never see again. His eyes flare in recognition, and he begins to communicate.

Adjust this text as needed so that the doppelganger looks and acts like a person the characters all know.

Tlacaelel	**Level 8 Solo Lurker**
Medium aberrant humanoid (shapechanger)	XP 1,750
HP 360; **Bloodied** 180	**Initiative** +14
AC 23, **Fortitude** 18, **Reflex** 20, **Will** 21	**Perception** +10
Speed 6	
Vulnerable 5 fire	
Saving Throws +5; **Action Points** 2	
Traits	
☼ **Thought Scan** ✦ **Aura** 5	
Tlacaelel knows the surface thoughts of all creatures in the aura. It gains a +5 power bonus to Bluff checks and Insight checks against any creature in the aura, and all creatures in the aura grant combat advantage to Tlacaelel.	
Combat Advantage	
Tlacaelel deals 2d6 extra damage against any creature granting combat advantage to it.	
Standard Actions	
⨭ **Swordlike Appendage** (weapon) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
⨭ **Flurry of Strange Blades** ✦ **At-Will**	
Effect: Tlacaelel uses *swordlike appendage* four times, making the attacks against two or more different targets.	
⇜ **Cloud Mind** (charm) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close burst 5 (enemies in the burst); +11 vs. Will	
Hit: Tlacaelel is invisible to the target until Tlacaelel attacks or is hit by an attack.	
Minor Actions	
Change Shape (polymorph) ✦ **At-Will**	
Effect: Tlacaelel alters its physical form to appear as a Medium humanoid until it uses *change shape* again or until it drops to 0 hit points. It can assume a specific individual's form whose thoughts it has learned by using *thought scan*. Other creatures can make a DC 29 Insight check to discern that the form is a disguise.	
Skills Bluff +15, Insight +10, Stealth +15	
Str 12 (+5) **Dex** 22 (+10) **Wis** 12 (+5)	
Con 18 (+8) **Int** 13 (+5) **Cha** 23 (+10)	
Alignment evil **Languages** all	

Tactics

Unlike doppelgangers from the natural world, Tlacaelel can read the minds of living creatures, taking thought and form from its would-be victims.



Tlacaelel tries to convince the heroes that it is the person it looks like. Failing that, it demands that the characters release it. If they refuse, it takes its true form (a gray, featureless humanoid) and attacks. It stays away from the landing (and the floor trap) if possible.

Features of the Area

Model and Dragon Ship: Most of the squares west of the landing are uneven due to the buildings of the city model and are difficult terrain. The lake squares are harmless clear terrain. The dragon ship (represented by the image in the lake at the center of the city model) provides partial cover.

Pillars: The pillars on the landing and in the larger chamber provide partial cover.

Treasure: Three of the buildings that make up the cityscape are cunningly shaped treasure chests (Perception DC 23 to locate and identify a single chest). The chests can't be removed from the model, but each one's hinged top can be opened easily after that chest has been identified. Place each chest in a difficult terrain square of your choosing and reveal their contents in the following order as each is opened.

Either of the trapped chests can be identified as such by a character who makes a DC 16 Thievery check. A second DC 16 Thievery check disables the trap on that chest.

Chest 1: The chest holds eight pieces of jade, two pearls, and five bits of turquoise, each worth 50 gp.

Chest 2: The chest is trapped with a poisoned needle. The trap makes the following attack against

the first creature to press the top: Melee 1 (one creature); +12 vs. Reflex; 1d6 + 4 damage, and ongoing 10 poison damage (save ends). The chest holds five golden bracelets, each worth 100 gp.

Chest 3: The chest is trapped with a dart trap. The trap makes the following attack when the top is opened: Close blast 3 (creatures in the blast); +12 vs. Reflex; 2d6 + 4 damage. The chest holds five gold and turquoise necklaces, each worth 200 gp.

A. Heartless Boy

The first time a character moves onto the stairs leading into the large chamber, read:

To your right, inside a nook, a small, shriveled figure lies curled on a stone seat. Various small trinkets are scattered at its feet between a pair of pillars.

The body is that of a young man sacrificed as part of the ritual that bound Tlacaelel to this chamber. The victim's heart was ripped from his chest, as the desiccated remains dramatically indicate. The various trinkets are worth a total of 120 gp. One of the items, a small silver statue of a handmaiden dressed in feathers (worth 20 gp), has a minor curse on it. A character who succeeds on a DC 23 Arcana check while examining it discerns that the item is cursed. Any character who carries it treats all enemies as having +4 to all defenses for as long as that character continues to possess it.

34. Guardians Bar the Way

When the characters move into this corridor, read:

This passage ends at a set of bronze double doors bearing the engraved face of a jaguar god. Images of warriors holding hatchet-headed polearms standing in profile are carved into each wall a short distance from the doors.

When a creature enters one of the four pressure plate squares in the corridor, two warrior constructs carved

Construct Polearm Swipe	**Level 9 Trap**
Object	400 XP
Detect Perception DC 25 (pressure plates) **Initiative** special	
HP 60 (each construct)	
AC 20, **Fortitude** 22, **Reflex** 16, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	
Triggered Actions	
✝ **Death Swing** (necrotic) ✦ **At-Will**	
Trigger: A creature enters one of the trapped squares.	
Effect: The constructs use *death swing* as an opportunity action, then begin combat.	
Standard Actions	
✝ **Death Swing** (necrotic) ✦ **At-Will**	
Attack: Melee 2 (one creature); +12 vs. Reflex	
Hit: 2d10 + 9 damage, and ongoing 10 necrotic damage and the target is immobilized (save ends both).	
Countermeasures	
✦ **Discern:** Arcana DC 25 (minor action to detect magic). *Success:* The character notices two of the carved images are infused with necrotic energy.	
✦ **Disable (pressure plate):** Thievery DC 17 (standard action). *Success:* One pressure plate square is jammed, and if all are jammed, the trap cannot attack. *Failure:* Each construct uses *death swing* against the character and then begins combat.	
✦ **Disable (statue):** Thievery DC 25 (standard action). *Success:* One construct is disabled. *Failure:* Each construct uses *death swing* against the character and then begins combat.	

into the walls across from each other activate. Each construct emerges partially from the wall and uses *death swing*. After the initial attack, or after a failed disable attempt, the constructs begin combat with the characters.

Each construct goes on an initiative count 1 higher than the highest initiative among the characters. After the trap is triggered, each construct uses *death swing* as a standard action on each of its turns. The constructs cannot move away from the locations where they are attached to the wall.

35. Xipe's Audience Chamber

When the characters open the doors and move into this area, read:

You feel a warm rush of fetid air. The area beyond glows red like a forge. Flayed human skins are tacked on the wall opposite the doorway, forming a gruesome tapestry. A large cat-o'-nine-tails hangs on the wall beside the tapestry.

This is the lair of Xipe, a young oni whose ancestors were worshiped by the Olman. These chambers are his ancestors' shrine, and he was taught never to open the doors. He gains access to the chamber through a small flue in the ceiling that leads to the surface. When the characters enter this area, Xipe is on the surface a short distance away from this access shaft and is not immediately aware of their presence.

When the characters can see into the area to the left, read:

The end of the chamber widens to accommodate a statue. An ogrelike figure outfitted in flayed skins and a skull necklace towers to the ceiling. It has a mouth seemingly wide enough to swallow a horse whole. Inside the mouth, a black jungle cat sits in repose. A pit filled with burning coals emits smoke near the statue's base.

When the characters can see into the area to the right, read:

The corridor widens into an oval chamber with polished walls. A blackened mirror with an ornate frame hangs on the far wall, and a well is set into the floor at the chamber's center. Reddish light emanates from within it.

The ogrelike statue is Xipe's ancestor, who did indeed have a mouth big enough to swallow a horse.

Xipe, Oni	**Level 8 Elite Controller**
Large natural humanoid	XP 700
HP 180; **Bloodied** 90	**Initiative** +7
AC 22, **Fortitude** 21, **Reflex** 19, **Will** 20	**Perception** +5
Speed 8, fly 4 (clumsy)	Darkvision
Saving Throws +2; **Action Points** 1	
Standard Actions	
⊕ **Claw** (weapon) ✦ **At-Will**	
Attack: Melee 2 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and Xipe can push the target 1 square.	
⸸ **Double Claw** ✦ **At-Will**	
Effect: Xipe uses *claw* twice.	
⊹ **Hypnotic Breath** (charm) ✦ **Recharge** when Xipe hits two different creatures with one use of *double claw*	
Attack: Close blast 5 (creatures in the blast); +11 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target falls unconscious (save ends).	
⸸ **Devour Soul** (healing, psychic) ✦ **At-Will**	
Attack: Melee 2 (one unconscious creature); +13 vs. AC	
Hit: 2d10 + 8 psychic damage, and Xipe regains 10 hit points.	
Gaseous Form (polymorph) ✦ **Encounter**	
Effect: Xipe becomes insubstantial and gains fly 8 (hover) until the start of his next turn.	
Sustain Standard: The effect persists.	
Skills Bluff +13, Insight +10, Stealth +12, Thievery +12	
Str 20 (+9) **Dex** 16 (+7) **Wis** 12 (+5)	
Con 18 (+8) **Int** 12 (+5) **Cha** 18 (+8)	
Alignment evil **Languages** Common, Giant	

Lounging inside the mouth is Xipe's pet panther. It ignores the characters unless Xipe commands it to attack, or it is attacked.

If the well water is disturbed, light shoots upward from it, passing through the flue in the ceiling and up to the sky above. If Xipe sees the burst of light or hears his panther snarling in combat, he returns to the chamber in 1 round and begins combat.

Xipe's Panther	**Level 9 Lurker**
Medium natural beast	XP 400
HP 76; **Bloodied** 38	**Initiative** +13
AC 23, **Fortitude** 21, **Reflex** 23, **Will** 19	**Perception** +10
Speed 7	Low-light vision
Standard Actions	
⊕ **Claws** ✦ **At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, plus 2d6 damage to a creature granting combat advantage to the panther.	
Spectral Form ✦ **At-Will**	
Effect: The panther becomes insubstantial and gains a +5 power bonus to Stealth checks. While under this effect, it deals half damage with its attacks. It can take a minor action to end the effect.	
Minor Actions	
Invisibility (illusion) ✦ **At-Will**	
Requirement: The panther must be using *spectral form*.	
Effect: The *spectral form* effect ends, and the panther is invisible until it makes an attack or until the end of the encounter. It can take a minor action to end the effect.	
Triggered Actions	
⸸ **Tail Spike** ✦ **At-Will**	
Trigger: An enemy moves or shifts into a square adjacent to the panther.	
Attack (Immediate Reaction): Melee 1 (the triggering enemy); +14 vs. AC	
Hit: 1d6 + 6 damage.	
Skills Stealth +14	
Str 15 (+6) **Dex** 21 (+9) **Wis** 13 (+5)	
Con 16 (+7) **Int** 2 (+0) **Cha** 12 (+5)	
Alignment unaligned **Languages** –	

Tactics

Xipe uses *gaseous form* to enter the chamber, but that power is not expended at the start of the encounter. He uses *hypnotic breath* when he can target at least two enemies. When an enemy falls unconscious, he uses *devour soul* if he has been wounded. If he is bloodied, Xipe tries to use *gaseous form* to flee up the flue.

Xipe's panther tries to gain combat advantage each round, either by flanking or by using *spectral form* to become insubstantial, and then using *invisibility*.

If Xipe escapes, he plays a part in the climactic battle to come (see area 54). In that case, do not award experience for his defeat until the characters face him in area 54. His panther fights to the death.

Features of the Area

Flue: The access chute is 1 foot in diameter and ascends 30 feet to the surface.

Pit of Coals: The coals are natural, and their smoke exits through the flue, concealing Xipe's arrival. While in contact with the coals, creatures take 1d6 fire damage per round.

Statue: The statue is blocking terrain and provides partial cover.

Well: This 30-foot-deep well is filled with a magical red liquid light that erupts upward through the flue if it is disturbed. The liquid light becomes inert if it is removed from the well.

36. Apartment of the Dust of Ages

When the characters enter this area for the first time, read:

The floor of this chamber is covered with a layer of fine gray dust. You can make out another set of double doors in the opposite wall. Pieces of broken pottery are scattered on and around small ledges throughout the room.

This room is not dangerous, though a character who makes a DC 23 Arcana check detects primal illusion magic here. When all the characters have entered the room, the dust swirls into the air, forming phantasms that represent all facets of the Olman people—the good, the bad, and the bloody. The phantasms dissipate when any creature touches one of them.

37. Bed of Xilonen

When the characters enter this area from either direction, read:

Ahead of you, a set of stairs leads down from a short ledge into a sunken chamber, in the center of which is a withered tree that looks like a leafless willow. It is rooted in a depression filled with brackish water.

When they move far enough into the room to see the other side, read:

Another set of stairs, a similar ledge, and a doorway are visible on the other side of the room.

The tree is Xilonen, an ancient and weakened primordial spirit. Long neglected and very hungry, it attacks any living creature that descends from the ledge in either direction.

Although Xilonen is immobile, it's an obstacle that can't be avoided because its branches reach out to every corner of the sunken chamber. All the squares in this part of the room, except for Xilonen's space, are difficult terrain.

Xilonen	Level 8 Solo Controller
Huge natural magical beast (plant)	XP 1,750
HP 360; **Bloodied** 180	**Initiative** +6
AC 22, **Fortitude** 21, **Reflex** 18, **Will** 20	**Perception** +8
Speed 0	Tremorsense 5
Saving Throws +5; **Action Points** 2	

Traits

Threatening Reach
Xilonen can make opportunity attacks against enemies within 3 squares of it.

Primal Roots
Xilonen cannot be pulled, pushed, or slid, and dazing and stunning effects on Xilonen end at the end of its turn.

Standard Actions

Lashing Branch (poison) ✦ **At-Will**
Attack: Melee 3 (one creature); +11 vs. Reflex
Hit: 2d8 + 7 damage, and the target is grabbed (escape DC 16). When a creature tries to escape this grab and fails, it takes 5 poison damage.

Flurry of Branches ✦ **At-Will**
Effect: Xilonen uses *lashing branch* four times.

Life Leech (necrotic) ✦ **Recharge** ⚄ ⁞⁞
Attack: Close burst 2 (creatures in the burst); +11 vs. Fortitude
Hit: 4d8 + 8 necrotic damage, and the target is dazed and slowed until the end of Xilonen's next turn.

Minor Actions

Pull In ✦ **At-Will**
Effect: Xilonen pulls each creature grabbed by it up to 3 squares.

Str 20 (+9)	**Dex** 14 (+6)	**Wis** 18 (+8)
Con 18 (+8)	**Int** 12 (+5)	**Cha** 6 (+2)
Alignment unaligned	**Languages** understands Olman	

38. Barred Pit

A character who makes a DC 23 Perception check while searching the tiger carving detects the secret door hidden in its mouth. Flipping a lever in the tiger's right eye opens the secret door.

When the characters see the corridor beyond, read:
A long, narrow hallway leads into the distance, its walls glowing with a ghostly magenta hue. A few feet away from you, the floor drops into a deep pit that has white plants with thorny branches growing at the bottom of it. Bronze bars are embedded in the pit walls at regular intervals.

The pit is 20 feet deep, and the plants at the bottom of it are thornslingers. When a creature attempts to move across the pit, the hazard attacks. The plants can sense movement within 4 squares, so unless a character teleports or flies across the pit, the hazard attacks. As long as one square of the plants remains, the hazard can attack any target in range.

Patch of Thornslingers	Level 7 Hazard
Terrain	300 XP
Detect Nature DC 16	**Initiative** –
Immune damage that does not destroy the patch (see Countermeasures), forced movement, all conditions	

Triggered Actions

Thorns (poison) ✦ **At-Will**
Trigger: A creature enters a square within 4 squares of the hazard.
Attack (Opportunity Action): Ranged 4 (triggering creature); +12 vs. AC
Hit: 2d8 + 7 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).

Countermeasures

✦ **Destroy:** A close or area fire attack or cold attack (no attack roll required) destroys the patch in the affected squares.

Short of flying or teleportation, the only way to cross the pit without descending into it is to navigate the bars, either by leaping from one to the next or by slowly swinging between them. The bars are spaced 5 feet apart. Leaping from one to the next requires a DC 16 Acrobatics check at half speed, or a DC 23 Acrobatics check at normal speed. Swinging between them (possible only at half speed) requires a DC 11 Acrobatics check. On a failed check of any sort, the character's movement ends after 2 squares.

The corridor on the other side of the pit ends at a closed stone door.

39. Chamber of the Second Sun

The first time the characters enter this area, read:
This huge chamber has a 30-foot-high vaulted ceiling. It might once have been an important place, but now the ceiling is littered with gaps where blocks of stone have fallen down, covering much of the room in mounds of rubble.

A character who moves far enough into the room to see the 2-square-by-2-square rubble pile near the southeast corner of the chamber and has a passive Perception of 21 or higher can detect the amphisbaena snake that lounges inside the mound of debris. If the snake is undetected when a character moves adjacent to the rubble, the creature gains a surprise round in the ensuing combat.

Amphisbaena	Level 10 Elite Brute
Large natural beast (reptile)	XP 1,000
HP 256; **Bloodied** 128	**Initiative** +11
AC 22, **Fortitude** 21, **Reflex** 23, **Will** 20	**Perception** +11
Speed 4, climb 4	Low-light vision
Saving Throws +2; **Action Points** 1	

Traits

Double Actions
The amphisbaena has a head at each end of its body. It makes two initiative checks and takes a full turn on each initiative result. It can take two immediate actions per round but only one between one turn and the next.

Standard Actions

Bite (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d6 + 11 damage, and ongoing 5 poison damage (save ends).

Str 15 (+7)	**Dex** 22 (+11)	**Wis** 13 (+6)
Con 18 (+9)	**Int** 5 (+2)	**Cha** 17 (+8)
Alignment unaligned	**Languages** –	

Rubble: The mounds of debris in the room are difficult terrain.

Treasure: A character who makes a successful DC 16 Perception check finds the skeletons of a pair

of humans under some debris. Scattered among their remains are jewelry and coins worth 400 gp.

A. Southeast Doors

One of these bronze double doors is open. Above the doorway is a broken plaque inlaid with shattered pieces of jade featuring a sun symbol.

If the characters flee this chamber before defeating the amphisbaena, the snake does not pursue them (but it's still here if they reenter the room later).

40. Bottom of Stairs

When the characters enter, read:

You are in a wide corridor that bends sharply to the right. It eventually ends in another sharp turn, and you stand at the bottom of a long staircase.

A 2-square-by-2-square pressure plate is built into the stairs 1 square up from the bottom (see the map of the first tier). The trap activates and rolls initiative when a creature enters one of the trigger squares. On its turn, a dragon statue emerges through a secret door at the top of the staircase, rolls 4 squares down the stairs, and uses *steam spray*. It then takes up to five more turns before deactivating.

When the statue emerges, read:

With a crash and a rumble, a stone object comes toward you. Then, with a scraping lurch, the object grinds to a stop halfway down the stairs. It's a statue of a dragon in the Olman style. It emits a gurgling growl and spits a blast of steam down the stairwell.

The stairs are 10 squares long and are difficult terrain. After the dragon statue uses *steam spray* for the first time, the bottom 6 squares of the stairs become hazardous terrain for the rest of the encounter. Whenever a creature enters the area of the blast, it must make a DC 16 Acrobatics check. On a failure, its movement ends and it falls prone.

Steam-Spitting Dragon Object	**Level 10 Trap** 500 XP
Detect Perception DC 26	**Initiative** +12
HP 80	
AC 18, **Fortitude** 20, **Reflex** 16, **Will** –	
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage	
Standard Actions	
⇢ **Steam Spray** (fire) ✦ **At-Will**	
Attack: Close blast 6 (creatures in the blast); +11 vs. Fortitude	
Hit: 2d6 + 6 fire damage.	
Countermeasures	
✦ **Disable (plate):** Thievery DC 18 (standard action). *Success:* The pressure plate is jammed, and the trap cannot attack.	
✦ **Disable (statue):** Thievery DC 18 (standard action). *Success:* The dragon takes 20 damage. If the trap drops below 1 hit point, it is destroyed and cannot attack.	

Secret Door: If the characters reach the top of the stairs without setting off the trap, they can find and open this secret door easily. Except for the dragon statue, which can't be removed, the room beyond the secret door is empty.

Second Tier

The second tier of the shrine focuses on deadly traps. Along the hallway leading away from the top of the stairs, faded Olman hieroglyphs (Perception DC 23 to notice) tell of one called "the Architect," who designed many traps on this level of the shrine.

40. Top of Stairs

When the characters reach the top of the staircase and are ready to move on, they traverse a corridor that turns to the right and ends at a "T" intersection.

When the characters move into the intersecting corridor, read:

You can see a set of double doors down the corridor to your right, and a pile of golden coins is heaped on the floor of a small alcove to your left.

If the characters head west, proceed to area 41. If they go east, proceed to area 45.

41. Free Gold

If the characters examine the coins from a distance, read:

A jawless skull sits on top of the coins. You see movement within the skull's eye socket and notice that a small black spider has made its home there.

The pile of coins is a colony of yellow mold with an illusion placed on it, though the skull and the spider are real. A creature that touches the coins sets off the illusion-veiled yellow mold hazard. If a character disbelieves the illusion, any character who succeeds on a DC 15 Dungeoneering check recognizes that the mold is poisonous.

Illusion-Veiled Yellow Mold	**Level 6 Hazard**
Terrain	250 XP
Detect Perception DC 23 to disbelieve	**Initiative** –
Immune attacks	
Triggered Actions	
Poison Spores (poison) ✦ **Encounter**	
Trigger: A creature touches the yellow mold (the coins).	
Attack (Opportunity Action): Close burst 3 (creatures in the burst); +7 vs. Fortitude	
Hit: 2d8 + 6 poison damage.	

A. Secret Door

A dark stain is visible on the stone floor in the square marked A, and a secret door is set in the wall next to it (Perception DC 23). The door is a stone slab that swings on a horizontal pivot. Pushing on either side of the slab opens the door.

If the heroes open the door, proceed to area 42.

B. Second Secret Door

This secret door is not as well hidden as the one to the west (Perception DC 16). It is opened by forcefully stepping on a raised cobblestone in front of it.

If the heroes open the door, proceed to area 43.

42. Chapel of Kukulkan

(Que-QUEL-kan: the feathered serpent)

After the characters move through A, read:

Beyond the door, a passage turns sharply to the left. It ends after a short distance at a wall that has a large mirror on it.

At the hall's midpoint, read:

A door is set in the wall to the left of the mirror, framed by posts that resemble stone warriors dressed in loincloths and wearing puma skins. The center of the door has a carving of an eagle killing a serpent.

When a character examines the mirror, read:

An Olman warrior in the mirror points his weapon at you in challenge, leaps from the mirror, and attacks.

Olman Mirror Spirit	**Level 8 Skirmisher**
Medium natural animate	XP 350
HP 86; **Bloodied** 43	**Initiative** +11
AC 22, **Fortitude** 19, **Reflex** 22, **Will** 19	**Perception** +6
Speed 7	Darkvision
Traits	
Single-Minded	
The spirit is immune to any attacks except those made by the creature that caused it to emerge from the mirror. The spirit attacks that creature whenever possible.	
Standard Actions	
⊕ **Life Draining Touch** (necrotic) ✦ **At-Will**	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: The target loses a healing surge, or hit points equal to its healing surge value if it has no more healing surges.	
Miss: 2d8 + 6 necrotic damage.	
Str 14 (+6) **Dex** 20 (+9) **Wis** 14 (+6)	
Con 14 (+6) **Int** 10 (+4) **Cha** 8 (+3)	
Alignment unaligned **Languages** understands Olman	

The spirit attacks the character who released it from the mirror. Although the other characters can see the spirit, their attacks pass through it harmlessly. If the spirit can't get to its preferred target, it attacks whatever target stands in its way.

Any character can use a standard action to break the mirror (no attack roll needed) and thereby deal 21 damage to the spirit.

The spirit pursues its preferred target into the adjoining room or back down the corridor, but it does not go beyond the door marked A.

When the characters open the door, read:

Beyond the door, a short hall opens onto a circular room. In the hall, hanging on the wall to your right about five feet up, is a jade mask. In the middle of the circular chamber is a cross-shaped dais with a carved stone slab at its center.

The jade mask can be easily removed from the wall by someone directly in front of it. Doing so causes two walls of iron bars to fall from the ceiling and lock in place, trapping any character in either of the squares to the north of the mask.

Falling Walls **Level 5 Trap**
Object 200 XP

Detect Perception DC 22 **Initiative** –
HP 60 per wall
AC 5, **Fortitude** 10, **Reflex** 5, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Triggered Actions

Descending Bars ✦ Encounter
Trigger: The mask on the wall is moved.
Effect (Immediate Reaction): Two walls of iron bars drop from the ceiling, trapping creatures in the area between them.

Countermeasures

✦ **Disable:** Thievery DC 22 (standard action). *Success:* The release mechanism is triggered, and the bars retract.
✦ **Bend Bars:** Athletics DC 22 (standard action). *Success:* The bars of one wall are bent enough to allow a Small or Medium creature to squeeze through.
✦ **Destroy:** Destroying a wall allows escape.

When the trap triggers or anyone moves near the steps, that event rouses the room's occupant, a couatl named Kukulkan that has been lying in a trance on the stone slab for decades. The couatl is invisible until it attacks. It calls out to the characters in Supernal:

"Interlopers, you have trespassed on a sacred place. For this affront, judgment has already begun. The air is now toxic, and you breathe in death. But perhaps your actions were not out of malice or greed, only curiosity. You will live if you can join me upon the dais by solving this riddle:

"Start where the mask stares, down sinister stairs, and then up opposite."

The couatl is playing with the characters—for one thing, there is no gas in the chamber. The correct interpretation of the riddle is to go up the west stairs (because the starting point is where the mask is located, not where it's facing), then down the north stairs (the sinister stairs, because they're to the left, or because they have blood on them), and then back up the south stairs (opposite the sinister stairs).

Tactics

If the characters attempt to leave the room or fail to solve the riddle and approach the couatl's position incorrectly, Kukulkan becomes indignant and attacks, becoming visible after its initial attack. It does not follow the characters out of the room.

If the characters solve the riddle, Kukulkan reveals itself as soon as any character correctly ascends the south stairs. It admits to "stretching the truth" about the supposedly toxic air in the chamber. Then it blesses each of the heroes with a divine boon before returning to its home in the Astral Sea.

Boon of Kukulkan **Level 8 Uncommon**

The blessing of a couatl is a powerful thing. Kukulkan's boon allows you to adjust fate to snatch victory from defeat.

Divine Boon 3,400 gp
Special: The next time you gain a level, you lose this boon.

Property

Whenever you reroll an attack roll, a skill check, or an ability check, you gain a +2 power bonus to the reroll.

Utility Power ✦ Daily (Free Action)

Trigger: You make an attack roll, a skill check, or an ability check and dislike the result.
Effect: Reroll the triggering roll, and use the second result.

Kukulkan, Couatl **Level 15 Elite Controller**
Large immortal magical beast (reptile) XP 2,400

HP 286; **Bloodied** 143 **Initiative** +11
AC 29; **Fortitude** 27; **Reflex** 27; **Will** 28 **Perception** +18
Speed 6, fly 8 (hover) Low-light vision
Saving Throws +2; **Action Points** 1

Traits

Radiant Absorption (radiant)
If Kukulkan takes radiant damage, its attacks deal 5 extra radiant damage until the end of its next turn.

Twist Free
Kukulkan makes saving throws against effects that immobilize or restrain it at the start of its turn as well as at the end of its turn. In addition, Kukulkan can make saving throws against effects that immobilize or restrain it that do not allow saving throws, ending such effects on a save.

Standard Actions

Bite (poison, radiant) ✦ **At-Will**
Attack: Melee 2 (one creature); +20 vs. AC
Hit: 2d6 + 11 poison and radiant damage, and the target is slowed and takes ongoing 5 poison and radiant damage (save ends both).

Couatl Radiance (fire, radiant) ✦ **Recharge** ⚄ ⚅
Effect: Kukulkan becomes insubstantial and is phasing until the end of its turn. In addition, it can move up to its speed, and can move through enemies' spaces. Each time Kukulkan moves through an enemy's space for the first time during this move, it makes the following attack against that enemy.
Attack: Melee 0 (one enemy whose space Kukulkan occupies); +19 vs. Will
Hit: 1d6 + 11 fire and radiant damage, and ongoing 10 fire and radiant damage (save ends).

Purifying Scream (psychic) ✦ **Encounter**
Attack: Close burst 5 (enemies in the burst); +19 vs. Will
Hit: 1d10 + 12 psychic damage, and the target is dazed (save ends). If the target is taking ongoing fire, poison, or radiant damage, it is also stunned until the end of Kukulkan's next turn.

Minor Actions

Pull Along ✦ At-Will
Effect: Kukulkan walks or flies up to its speed, and creatures grabbed by it are pulled with it, staying grabbed in a space of Kukulkan's choice within 2 squares of Kukulkan. Kukulkan's movement provokes no opportunity attacks from the grabbed creatures.

Minor Actions

Righteous Coils ✦ At-Will (1/round)
Attack: Melee 2 (one creature); +19 vs. Fortitude
Hit: 1d6 + 5 damage, and Kukulkan grabs the target (escape DC 22). Until the grab ends, the target grants combat advantage to Kukulkan.

Constrict ✦ At-Will (1/round)
Attack: Melee 2 (one creature grabbed by Kukulkan); +19 vs. Fortitude
Hit: 2d6 + 5 damage, and the target is dazed until the end of Kukulkan's next turn.

Skills Arcana +17, Diplomacy +17, Insight +18
Str 20 (+12) **Dex** 18 (+11) **Wis** 22 (+13)
Con 15 (+9) **Int** 20 (+12) **Cha** 20 (+12)
Alignment unaligned **Languages** Supernal

Features of the Area

Stairs: Any character who investigates the northern stairs detects old bloodstains on the stone with a DC 16 Perception check.

Treasure: The jade mask is worth 20 gp.

Stone Slab: The slab in the center of the dais rises only 1 foot above the floor.

43. Smoking Mirrors

When the characters move through the secret door marked B, read:

At the end of a short hallway that turns left and then right, you come upon another door.

When they open this door, read:

An amber haze fills this rectangular room, which seems to be empty of creatures. All you can see are four oddly shaped colored mirrors hanging from three walls, and a large basin in the middle of the room.

The mirror on the left wall is blue and has a gray stone frame. Its surface seems to ripple like when a stone is thrown into a tranquil pond.

An obsidian mirror framed in wood hangs from the wall opposite you to the left, while on that wall to the right is a white mirror framed in wrought iron.

The mirror on the wall to your right is red, flickers as if on fire, and is framed in bronze.

The basin in the center of the room is filled with a steaming golden liquid.

The mirrors and the basin are enchanted (Arcana DC 16), and each has the following qualities.

Red Mirror (east wall): Any character who moves adjacent to the red mirror and peers into it sees a false vision of his or her death (of your choosing). Any creature that touches the mirror takes 10 fire damage.

Black Mirror (north wall, west side): When a character moves adjacent to the obsidian mirror and faces it, the figure of an Olman chief appears in the mirror, beckoning the character toward it. If asked yes-or-no questions in the Olman language, the figure answers honestly using head nods and shakes. Its knowledge extends only to the shrine and to Olman culture in general. If any character touches the mirror, all coins or gems on his or her body are permanently transformed to mist and float away.

White Mirror (north wall, east side): The first time a character moves adjacent to the white mirror, an albino ochre jelly spills out from the mirror's surface.

The ochre jelly flows into a 2-square-by-2-square unoccupied space closest to the mirror; then the characters and the monster roll initiative. The ochre jelly attacks and shifts incessantly, using its action point the first time it has a chance to attack more than one enemy in the same turn. It pursues characters who flee this room (and after it splits, it might chase fleeing enemies in two directions).

After the ochre jelly emerges, the mirror ceases to exist, and the wall beyond it becomes visible. A character who succeeds on a DC 16 Perception check discovers the secret door built into the wall.

If the characters open the door and start into the passageway beyond, proceed to area 44.

Albino Ochre Jelly	**Level 9 Elite Brute**
Large natural beast (blind, ooze)	XP 800
HP 228; **Bloodied** 114	**Initiative** +4
AC 21, **Fortitude** 22, **Reflex** 19, **Will** 21	**Perception** +6
Speed 4, climb 4	
Immune blinded, gaze effects; **Resist** 5 acid	Blindsight 10
Saving Throws +2; **Action Points** 1	
Traits	
Ooze	
While squeezing, the ooze moves at full speed rather half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Standard Actions	
⊕ **Slam** (acid) ✦ **At-Will**	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, and ongoing 5 acid damage (save ends).	
Move Actions	
Flowing Form ✦ **At-Will**	
Effect: The ochre jelly shifts up to 4 squares.	
Triggered Actions	
Split ✦ **Encounter**	
Trigger: The ochre jelly becomes bloodied.	
Effect (No Action): The ochre jelly splits into two creatures, each with hit points equal to one-half its current hit points. Effects on the original ochre jelly do not apply to the second one.	
Str 16 (+7) **Dex** 11 (+4) **Wis** 15 (+6)	
Con 14 (+6) **Int** 4 (+1) **Cha** 4 (+1)	
Alignment unaligned **Languages** –	

Blue Mirror (west wall): The blue mirror provides a look into a sideways pool of primordial water, harnessed by magic to remain on the other side of the mirror. Any character who touches the mirror or its surface is pulled into the pool and begins to suffocate.

The first time a character is pulled into the pool, have the players roll initiative. A character in the pool can do nothing except attempt a DC 20 Endurance check at the start of his or her turn. On a success, the character is expelled from the pool into the nearest unoccupied space. On a failure, the character loses a healing surge, or hit points equal to his or her healing

surge value if the character has no more healing surges, and remains in the pool.

Characters outside the pool cannot affect or assist those in the pool in any way. Any character who takes an action that involves touching or attacking the mirror is pulled into the pool and must begin attempting Endurance checks on his or her next turn. Any projectile or handheld object that touches the mirror falls to the floor.

Golden Basin: The liquid is nothing more than water that stays golden only while in this basin. The first time a creature completely submerges itself in the basin, it gains 10 temporary hit points. Other creatures and objects submerged in the basin take on a golden hue for 2 hours but gain no benefit.

44. Sun of Motion

When see the corridor, read:
The corridor beyond the doorway is barely long enough to contain all of you. It leads to a narrow stone door.

If they open that door, read:
At the center of a small diamond-shaped room is an octopus-shaped stone altar. It is beaked, evil-looking, and glistening with vermilion lacquer. A large red-purple gem is set into the altar above the octopus's eyes.

A painted map of the sky, including celestial paths for the sun, moon, and stars, covers the walls of the room.

The altar, occupying the center square of this room, is a conduit for the consciousnesses of entities from the Far Realm. Any creature that touches the altar or attempts to remove the gem is subject to the trap's attack. If the attack hits, an entity possesses the creature, fully controlling it. The possession isn't obvious to the creature's allies. The entity can read the thoughts of its host, but has imperfect knowledge of the host's past and personality.

Far Realm Conduit **Level 8 Elite Trap**
Object 700 XP

Detect Arcana DC 24 **Initiative** –
HP 60
AC 10, **Fortitude** 15, **Reflex** 10, **Will** –
Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage

Triggered Actions

Entity Transference ✦ At-Will
Trigger: A living creature touches the altar or attempts to remove the gem.
Attack (Opportunity Action): Melee 0 (the triggering creature); +13 vs. Will
Hit: The target is inhabited and controlled by an entity from the Far Realm. The effect lasts until the altar is destroyed, a Remove Affliction or similar ritual is cast on the target, or the target dies.

If any of the heroes become inhabited and controlled, those characters might attempt to convince or force the other heroes to touch the altar in an attempt to turn them into hosts as well. If all the characters become hosts for creatures from the Far Realm, adjust your campaign accordingly.

Characters trained in Arcana can spend 6 hours studying the sky map to gain a permanent +2 bonus to Arcana checks for astronomy or astrology.

Treasure: The gem is worth 500 gp.

45. Mictlan

(Meek-TLAN: Land of the Dead)

When the characters look inside, read:
This room has been turned into a diorama depicting a bleak, gray landscape reminiscent of the Shadowfell. Small, brightly painted glass statues of people are placed throughout the diorama's landscape.

A glowing phosphorescent light shines out from a hole in the ceiling off in the distance to your left. Below the hole is a dirt hill that rises several feet above the floor of the chamber, peaking just beneath the opening. Two paths, made from small pebbles, lead away from the double doors. One veers to the right, and the other one angles to the left and connects to the top of the hill.

The pebbled paths are the only two routes that the characters can take to safely travel through this room, which is a representation of the land of the dead. They are shown as dashed lines on the map.

Whenever a character enters a square not on the path, that character is subject to the following attack.

Touch of the Shadowfell ✦ At-Will
Attack (Opportunity Action): Melee 1 (triggering creature); +13 vs. Fortitude
Hit: The target loses 1d4 healing surges, or hit points equal to its healing surge value if it has no more healing surges.
Miss: The target loses a healing surge.

When a character moves atop the hill, read:
From this vantage point, you can look up and see that the hole in the ceiling is large enough to move into. It appears to be a way to exit this chamber.

The dirt hill rises 7 feet above the floor, and the hole in the ceiling is 8 feet above the top of the dirt hill. The hole leads to a 60-foot-long vertical chute that the characters must ascend to reach the third tier. A character must make a successful DC 15 Athletics check

to climb the chute, which is covered with old, dusty webs.

If the characters climb up into the chute, proceed to area 47.

If a character moves to within sight of the eastern door, read:
The pebbled path leads up to a simple door.

If the characters open the door, proceed to area 46.

46. Tlazolteotl

(Tlaz-ohl-TAH-oh-tel: mother goddess of the earth)

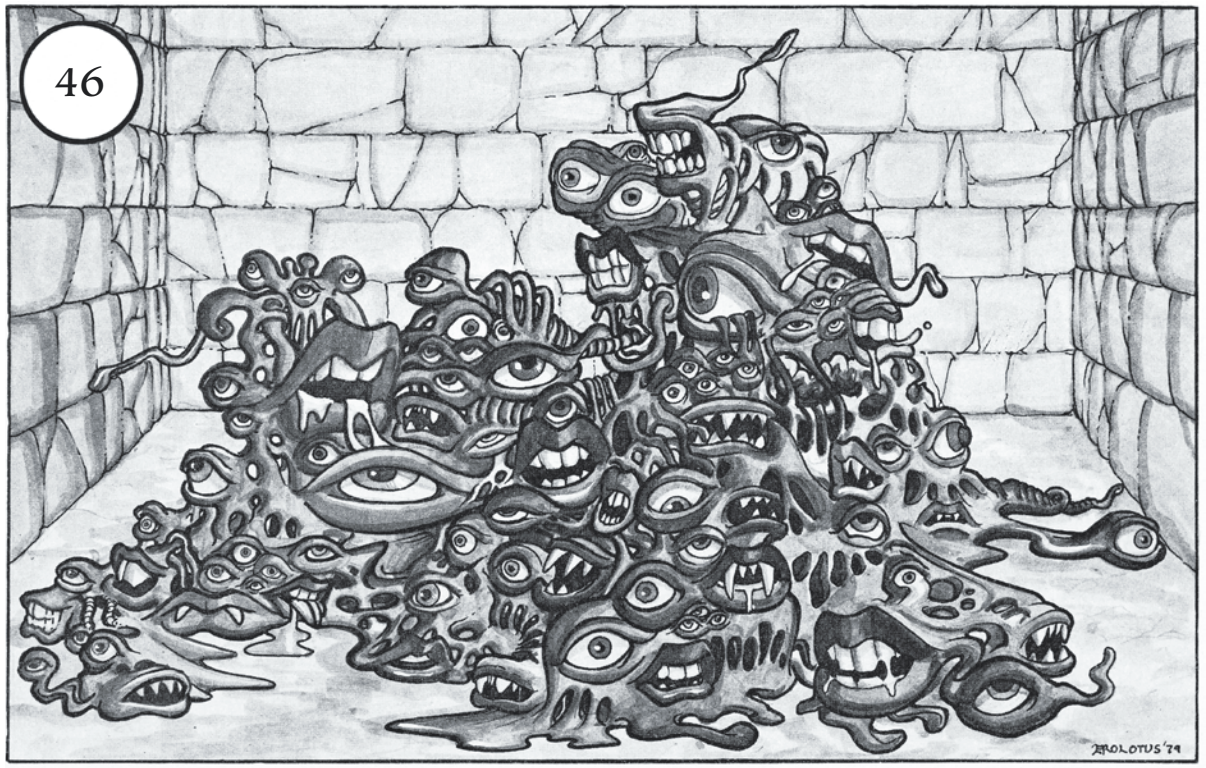
When the characters look into this area, read:
The floor of this small chamber looks earthy and strange, as though it were covered with a carpet of gray mold. On a small ledge in the far corner to the right is a glazed flask. On a shelf in the opposite corner is a stone cylinder. In the corner directly to your left is a shelf holding a small urn.

The first time a character enters the room, a portion of the strange floor mass rears up, showing its true form—a gibbering mouther.

Tactics

The gibbering mouther appears in one of the two central squares of this room and immediately affects every square around it with its *warped ground* aura. As soon as the creature's *gibbering* has dazed more than one enemy (which might happen on its first turn), it uses *gibbering feast* and then relies on bite attacks until *gibbering feast* recharges.

Treasure: The glazed flask holds a *potion of healing*. The other two containers have nothing of value.



Gibbering Mouther	**Level 10 Controller**
Medium aberrant magical beast	XP 500
HP 110; **Bloodied** 55	**Initiative** +7
AC 24, **Fortitude** 24, **Reflex** 20, **Will** 22	**Perception** +4
Speed 5, swim 5	All-around vision, darkvision

Traits

Warped Ground ✦ Aura 3
Squares in the aura are difficult terrain for enemies.

All-Around Vision
Enemies can't gain combat advantage by flanking the gibbering mouther.

Standard Actions

Bite (acid) **✦ At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d6 + 5 damage, and ongoing 5 acid damage (save ends).

Gibbering Feast (acid) **✦ Recharge** ⚅
Attack: Close burst 5 (dazed creatures in the burst); +15 vs. AC
Hit: 2d6 + 5 damage, and ongoing 5 acid damage (save ends).

Triggered Actions

Gibbering ✦ At-Will
Trigger: The gibbering mouther starts its turn.
Attack (Free Action): Close burst 5 (nondeafened creatures in the burst); +13 vs. Will
Hit: Each target is dazed until the end of the gibbering mouther's next turn.

Str 19 (+9)	**Dex** 14 (+7)	**Wis** 8 (+4)
Con 22 (+11)	**Int** 4 (+2)	**Cha** 18 (+9)

Alignment unaligned **Languages** –

47. Hidden Alcove

When the characters have climbed halfway up the chute, read:
The vertical shaft you're in continues for some distance. Fortunately, it's not too difficult to climb through, partly because it's so narrow.

If a character succeeds on a DC 23 Perception check while in a square adjacent to it, he or she can locate a web-shrouded alcove that branches off horizontally.

As soon as two characters move north beyond the branching passage shown on the map, read:
Suddenly, two spiders scuttle into the tunnel from a side passage.

These feyspitter spiders were lurking in the alcove until they detected prey. By moving into the tunnel when they do, they effectively split the party. One spider concentrates its attacks on the two characters who are highest in the tunnel, and the other goes after the characters who are still beneath the alcove.

Another feyspitter spider joins the fray at the start of each round of combat after the first one, until a total of five have appeared. Each new arrival begins in the alcove square adjacent to the tunnel.

A character above the alcove who is slid by one of the spiders' attacks moves up the direction of area 48. A character beneath the alcove is slid down, back toward area 45.

Any character slid by a spider in either direction must make a DC 15 Athletics check to retain his or her grip. A character who fails this check falls the length of the tunnel and lands atop the dirt hill in area 45, taking falling damage as appropriate.

The spiders pursue enemies up into area 48 and down into area 45. (The spiders are immune to the *touch of the Shadowfell* effect in area 45, and they cannot bring forth the water elemental in area 48.)

When a spider becomes bloodied, it retreats.

5 Feyspitter Spiders — **Level 7 Controller**
Medium fey beast (spider) — XP 300 each

HP 80; **Bloodied** 40 — **Initiative** +6
AC 21, **Fortitude** 19, **Reflex** 19, **Will** 18 — **Perception** +5
Speed 6, climb 6 (spider climb) — Tremorsense 5

Standard Actions

⊕ **Bite** (poison) ✦ **At-Will**
Attack: Melee 1 (one creature); +12 vs. AC
Hit: 1d6 + 7 damage, and ongoing 5 poison damage (save ends).
Each Failed Saving Throw: The spider slides the target up to 3 squares.

⊹ **Poison Spittle** (poison) ✦ **At-Will**
Attack: Close blast 3 (creatures in the blast); +10 vs. Will
Hit: Ongoing 10 poison damage (save ends).
Each Failed Saving Throw: The spider slides the target up to 3 squares.

Triggered Actions

Fey Leap (teleportation) ✦ **Recharge** ⚄
Trigger: An enemy hits the spider with a melee attack.
Effect (Immediate Interrupt): The spider teleports up to 3 squares.

Skills Acrobatics +11
Str 13 (+4) **Dex** 16 (+6) **Wis** 14 (+5)
Con 16 (+6) **Int** 7 (+1) **Cha** 11 (+3)
Alignment unaligned **Languages** –

Third Tier

At the top of the vertical chute lies the final tier the characters must travel through before they can escape the pyramid. It is filled with guardian creatures.

When a character can see into the area at the top of the chute for the first time, read:
You poke your head up out of the vertical shaft and look around into a small chamber. Two low stone structures are situated against the walls near the other end of the room.

As soon as any character moves fully into the room, proceed to area 48.

48. Hound of the Bat

When a character climbs up out of the chute for the first time, read:
Now you can tell that the stone structures are marble fountain pools, each decorated with bronze inlays. The left one is cracked and coated with lime, while the right one appears to contain water. Ahead of you, a narrow set of stairs on the opposite side of the room leads upward into shadows.

The fountain does hold water—plus a water elemental that is an agent of Zotzilaha. It reacts only if a character touches the water; then it surges out to attack.

Water Elemental — **Level 11 Controller**
Medium elemental magical beast (aquatic, water) — XP 600

HP 111; **Bloodied** 55 — **Initiative** +8
AC 25, **Fortitude** 24, **Reflex** 23, **Will** 22 — **Perception** +5
Speed 6, swim 6

Traits

Aquatic
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Sensitive to Cold
Whenever the elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.

Standard Actions

⊕ **Slam** ✦ **At-Will**
Attack: Melee 1 (one creature); +14 vs. Reflex
Hit: 2d6 + 2 damage, and ongoing 10 damage (save ends).

⊹ **Whirlpool** ✦ **Encounter**
Attack: Close burst 2 (enemies in the burst); +14 vs. Fortitude
Hit: 4d6 + 7 damage, and the elemental slides the target up to 3 squares.

Minor Actions

Drowning Essence ✦ **At-Will** (1/round)
Effect: The elemental slides each creature taking ongoing damage from its *slam* up to 2 squares.

Str 20 (+10) **Dex** 16 (+8) **Wis** 11 (+5)
Con 15 (+7) **Int** 5 (+2) **Cha** 8 (+4)
Alignment unaligned **Languages** understands Olman and Primordial

The elemental doesn't go beyond this room, and it doesn't move over the hole that leads to the chute. If it slides a character into that square, he or she must attempt a saving throw. On a save, the character grabs the edge of the hole to keep from falling. On a failed saving throw, the character falls 60 feet down into area 45, takes 6d10 damage, and is knocked prone.

When a character moves to the stairs, read:
A short but steep stairway ends at a door.

49. Sacred Chitza-Atlan

(SHEET-zah AYT-lan)

When the characters can see this chamber, read:
A figure resembling a withered, mummified centaur stands atop a slab of marble at the center of this room. The figure is tinted green and decked out in lacquered leather armor and copper jewelry. It holds a longspear.

Except for a door in the wall opposite you, the rest of the room glitters with golden nuggets and colorful stones implanted in the walls and scattered around the floor.

The mummy is not a long-dead corpse, but an undead guardian of this place. It attacks anyone who enters the room, and pursues its prey anywhere in the third tier. When combat breaks out, show the players the illustration on the cover of this adventure.

Treasure: The copper jewelry is worth 200 gp. Sifting through the room's contents to glean all the valuable gemstones and gold ore takes 3 hours and yields 800 gp of treasure.

50. Jade Wall

When a character opens the door, read:
An immense slab of green stone blocks the doorway. Through a tiny gap around the edge, you can see that an open area lies beyond it.

Pushing the stone wall aside requires a DC 25 Athletics check, and breaking it takes 5 minutes. The rock has the appearance of jade but is in fact worthless.

51. Wind Tunnel

When the characters can see into this area, read:
A circular bronze trapdoor, closed by a latch, is set into the ceiling of this small chamber. Iron rungs jut out from the wall on the right. They lead up the wall and across the ceiling, allowing access to the trapdoor.

A character who makes a DC 16 Athletics check can climb up and across the rungs to reach the trapdoor. If the door is opened, it releases a trio of air elementals that attack. Any character on the rungs hit by an elemental's attack must succeed on a DC 23 Athletics check to avoid falling (2d10 damage).

Daughter of Chitza-Atlan — **Level 10 Elite Brute**
Large fey humanoid (undead), mummy — XP 1,000

HP 258; **Bloodied** 129 — **Initiative** +8
AC 22, **Fortitude** 24, **Reflex** 22, **Will** 21 — **Perception** +7
Speed 8 — Darkvision
Immune disease; **Resist** 10 necrotic, 10 poison
Saving Throws +2; **Action Points** 1

Traits

Flammable Corpse (fire)
Whenever the daughter of Chitza-Atlan takes fire damage, it also takes ongoing 5 fire damage (save ends).

Standard Actions

Longspear (weapon) ✦ **At-Will**
Attack: Melee 3 (one creature); +15 vs. AC
Hit: 3d8 + 10 damage.

Minor Actions

Kick ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 3d6 + 10 damage, and the daughter of Chitza-Atlan pushes the target up to 2 squares.

Triggered Actions

Overwhelming Fear (fear) ✦ **Encounter**
Trigger: An enemy within 10 squares of the daughter of Chitza-Atlan gains line of sight to it for the first time in this encounter.
Attack (No Action): Ranged 10 (triggering enemy); +13 vs. Will
Hit: The target is stunned until the end of the daughter of Chitza-Atlan's next turn.

Skills Athletics +15, Nature +12
Str 21 (+10) **Dex** 17 (+8) **Wis** 15 (+7)
Con 19 (+9) **Int** 8 (+4) **Cha** 9 (+4)
Alignment unaligned **Languages** Elven
Equipment leather armor, longspear

3 Air Elementals — **Level 10 Lurker**
Medium elemental magical beast (air) — XP 500 each

HP 81; **Bloodied** 40 — **Initiative** +15
AC 24, **Fortitude** 21, **Reflex** 23, **Will** 22 — **Perception** +5
Speed 0, fly 8 (hover)
Vulnerable 5 fire

Traits

Phantom on the Wind
The air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it hits or misses with an attack.

Standard Actions

Slam ✦ **At-Will**
Attack: Melee 1 (one creature); +15 vs. AC
Hit: 2d8 + 5 damage.

Rampant Storm ✦ **At-Will**
Attack: Close blast 3 (enemies in the blast); +13 vs. Reflex
Hit: 3d8 + 5 damage, and the target is dazed until the end of the air elemental's next turn if it could not see the elemental before the attack.

Skills Stealth +16
Str 20 (+10) **Dex** 22 (+11) **Wis** 11 (+5)
Con 15 (+7) **Int** 5 (+2) **Cha** 8 (+4)
Alignment unaligned **Languages** understands Primordial

Secret Doors: Each of the two secret doors in the east wall requires a DC 23 Perception check to detect. A door is opened by pushing on a stone in the wall next to it.

When a character enters a secret door, read:
You're in a cramped passage that takes a quick turn just up ahead. A glimmer of illumination seems to be coming from around the bend.

52. Hidden Room of Nahual

(NAH-wahl: alter ego)

When the characters open either of the doors and move into this room, read:
The walls of this chamber are flat black, but the floor is a riot of color, featuring a huge mosaic of strange gods dancing around a central sun that actually glows, throwing light throughout the room. In the center of the far wall, a curtain of shells and beads partially veils an alcove.

Within the alcove, you see a humanoid statue sitting on a throne. The figure wears a headdress and holds a scepter across its lap.

Parting the curtain reveals the figure to be a construct, which animates and attacks.

When Nahual petrifies a character, he changes to flesh and blood as the character turns to stone. He then tells the other characters that he is a deva who has merged with one of his incarnations—a statement that Nahual believes is true.

The petrified character's race changes to deva (even in petrified form), and that player can retrain racial feats immediately.

Nahual is a corrupted deva. He works with the characters initially, but eventually betrays them. You can let the player control the updated deva character.

Remove Affliction returns the petrified character to his or her original form, and Nahual reverts to a construct, retaining any previous damage.

Nahual	**Level 8 Elite Soldier**
Medium natural animate (construct)	XP 700
HP 176; **Bloodied** 88	**Initiative** +7
AC 24, **Fortitude** 21, **Reflex** 20, **Will** 19	**Perception** +4
Speed 6	
Immune disease, poison, sleep	
Saving Throws +2; **Action Points** 1	

Traits

Expert Strike
Whenever Nahual hits with an opportunity attack, the target also falls prone.

Standard Actions

Scepter ✦ At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d10 + 5 damage.

Shifting Strike (polymorph) **✦ At-Will**
Attack: Melee 1 (one or two creatures); +13 vs. AC
Hit: 2d10 damage, and the target is immobilized (save ends).
First Failed Saving Throw: The target is restrained instead (save ends).
Second Failed Saving Throw: The target is petrified, and Nahual takes the target's form and memories.

Str 19 (+8)	**Dex** 13 (+5)	**Wis** 10 (+4)
Con 16 (+7)	**Int** 1 (-1)	**Cha** 8 (+3)

Alignment unaligned **Languages** –

53. The Valve

When a character enters this room, read:
This small, oblong chamber has a single exit in the opposite corner, but a portcullis blocks the passageway. In an alcove to your left, a wooden wheel is set horizontally half in the wall, and a bronze lever juts downward out of the wall between the spokes of the wheel.

A character who enters the alcove can manipulate the lever and the wheel. The wheel does not turn unless the lever is raised. When the lever is raised, the portcullis opens—and so does a pit trap, in the squares indicated on the map.

Turning the wheel opens the secret door at the top of the stairs. When the wheel is let go, it spins back into its original position, closing the secret door. Pulling the lever down after turning the wheel locks the wheel in place, but it also lowers the portcullis (the pit trap remains open). A character who makes a DC 23 Thievery check can jam the wheel (without needing to lower the lever) long enough to get through the secret door before it closes.

Raising the portcullis manually requires a DC 30 Athletics check.

Pit Trap	**Level 7 Trap**
Object	300 XP
Detect Perception DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
Pit Trap Attack ✦ At-Will	
Trigger: A creature in the alcove raises the lever.	
Effect: The false floor opens.	
Attack (Immediate Reaction): Melee 1 (creatures in the four pit squares); +10 vs. Reflex	
Hit: The target falls 40 feet to the bottom of the pit, taking 4d10 damage and falling prone.	
Miss: The target leaps to the nearest safe square, or clings to the wall.	
Countermeasures	
✦ **Disable:** Thievery DC 16 (standard action). *Success:* The floor is jammed closed, and the trap cannot attack.	

The Temple

The heroes make their way past the portcullis..

When anyone moves beyond the portcullis, read:
A narrow stairway climbs steeply to your left and takes a sharp turn.

At the top of the stairs lies a door. Unless the characters have already opened it by turning and anchoring the wheel in area 53, it's a secret door that requires a DC 16 Perception check to detect.

54. Temple Ruin

This encounter uses the temple exterior area depicted in the map on page 78.

When the characters enter the door, read:
You emerge into the first fresh air you've tasted in a long time. You have reached the top of the pyramid, illuminated by the light of the setting sun.

Looking around in all directions, you see that this place is a temple of some sort. The wall you entered from is covered by a bas relief of a giant bat-thing, tall as an ogre and with the wingspan of a dragon. A short distance out from the wall is what looks like a stone altar, its surfaces carved to represent a mass of squirming rats, weasels, and worms. Jutting out above the altar from either side of it are metal bat wings, each taller than a giant.

When the characters see the altar's front, read:
The skeletal remains of two humanoids lie on the ground in front of the altar.

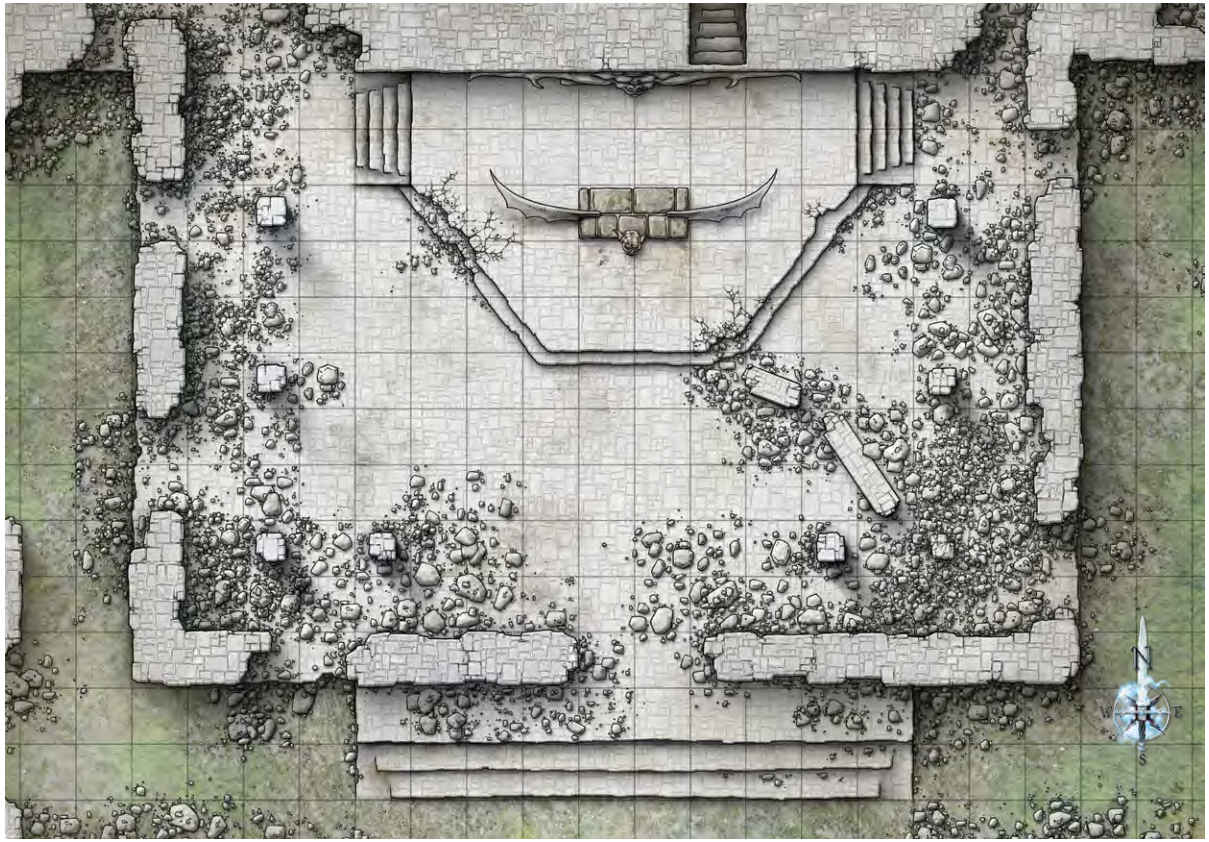
The remains are in the two squares directly south of the altar. Any character who touches the altar while standing in either of those squares triggers the bat wing scythes trap. The wings slice down together, meeting in the square of the creature that touched the altar, before snapping back into position.

Bat Wing Scythes	**Level 7 Elite Trap**
Object	600 XP
Detect Perception DC 23	**Initiative** –
Immune attacks	
Triggered Actions	
Scythe ✦ At-Will	
Trigger: A creature touches the altar.	
Attack (Immediate Reaction): Melee 1 (the triggering creature); +12 vs. AC	
Hit: 4d10 + 15 damage.	
Countermeasures	
✦ **Disable:** Thievery DC 23 (standard action). *Success:* The wings are jammed, and the trap cannot attack. *Failure:* The character triggers the trap.	

Demon-worshiping savages that were originally chasing the heroes have come to the pyramid. Divinatory rites performed by the witch doctor revealed that those who were swallowed by the earth (the heroes) would return from the ground at the top of the pyramid. The savages wait nearby for their quarry, though not in the temple out of respect for that holy place.

The number of enemies in this encounter depends in part on previous events in the adventure. In addition to the witch doctor and ten Olman savages, Xipe the oni (see area 35) is in this area if he survived or if the characters never faced him. Also, for every extended rest the characters took while in the shrine, there are five additional Olman savages.

If the characters manage to stay hidden when they emerge through the door (DC 11 group Stealth check) and avoid triggering the trapped altar, they can assess the environs and see the savages stationed around the sides of the pyramid (in the grassy area on the perimeter of the map). If the trap is triggered, or if the characters fail the Stealth check, the Olman savages hear them and move to begin combat.



If the characters are initially undetected, they can try to escape into the jungle. To do so, the party must succeed on four consecutive DC 16 group Stealth checks. If one of these group checks fails, the savages hear the characters and move to attack before they can get away from the temple floor.

10 Olman Savages **Level 6 Minion Brute**
Medium natural humanoid, human XP 63

HP 1; a missed attack never damages a minion. **Initiative** +4
AC 18, **Fortitude** 20, **Reflex** 17, **Will** 18 **Perception** +5
Speed 6

Traits

Mob Rule
An Olman savage gains a +2 power bonus to all defenses while at least two other Olman savages are within 5 squares of it.

Standard Actions

Spear (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +11 vs. AC
Hit: 6 damage.

Str 18 (+7)	**Dex** 13 (+4)	**Wis** 14 (+5)
Con 19 (+7)	**Int** 11 (+3)	**Cha** 10 (+3)

Alignment chaotic evil **Languages** Abyssal
Equipment hide armor, shield, spear

Olman Witch Doctor **Level 8 Elite Controller**
Medium natural humanoid, human XP 700

HP 162; **Bloodied** 81 **Initiative** +2
AC 22, **Fortitude** 19, **Reflex** 20, **Will** 22 **Perception** +5
Speed 6
Saving Throws +2; **Action Points** 1

Traits

Dread of Demogorgon (fear) ✦ **Aura** 5
Enemies take a -2 penalty to saving throws while in the aura.

Standard Actions

Spear (weapon) ✦ **At-Will**
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 2d8 + 7 damage, and the target is slowed until the end of the witch doctor's next turn.

Double Attack ✦ **At-Will**
Effect: The witch doctor uses *spear* twice.

Clearing Strike (weapon) ✦ **Recharge** ⚄ ⚅
Attack: Close burst 1 (enemies in the burst); +13 vs. AC
Hit: 2d8 + 7 damage, and the witch doctor pushes the target up to 2 squares. If the target is slowed or dazed, the witch doctor instead slides the target up to 4 squares.

Terrifying Snarl (fear, psychic) ✦ **Encounter**
Attack: Close burst 2 (enemies in the burst); +11 vs. Will
Hit: 4d6 + 4 psychic damage. In addition, the witch doctor pushes the target up to 3 squares, and the target is dazed until the end of the witch doctor's next turn.

Skills Athletics +11, Intimidate +14

Str 15 (+6)	**Dex** 7 (+2)	**Wis** 3 (+0)
Con 9 (+3)	**Int** 17 (+7)	**Cha** 20 (+9)

Alignment chaotic evil **Languages** Abyssal, Common
Equipment hide armor, spear, gold Demogorgon amulet

Features of the Area

Altar: The altar is blocking terrain and provides cover. A character in one of the squares abutting its front who succeeds on a DC 16 Perception check notices extrusions or notches near its base that look like they could serve as gripping surfaces, In fact, the altar is hinged and can be lifted up from this side by a character who makes a DC 30 Athletics check. This check can be aided by a character in the other front square.

Tipping the altar open reveals a 5-foot-deep hole underneath it containing the skeletal remains of past sacrifices, along with various valuables (see "Treasure"). Moving the altar alerts the enemies in the area if they weren't already aware of the characters' presence.

Sacred Space: The squares adjacent to the altar (outlined on the overall map of the complex but not on the encounter map) represent a "safe zone" for the characters. Neither the Olman savages, the witch doctor, nor Xipe attacks a character located in one of these squares or willingly enters this space, out of reverence for the altar and what it represents.

Raised Dais: The altar rests on a 5-foot-high dais 5 feet higher than the surrounding stone floor, and it costs 2 extra squares of movement for a creature to move on or off the dais, except by the stairs on the east and west sides.

Rubble and Walls: Squares with stone rubble are difficult terrain. The walls and the large chunks of stone on the floor are blocking terrain that provide cover.

Treasure: Scattered among the bones in the hole under the altar are coins, precious stones, and golden statuettes worth a total of 2,000 gp. Also to be found is a jade placard bearing the likeness of the vampire god Zotzilaha, in both his human and giant bat aspects, worth 300 gp. Finally, a bone scroll case sealed with beeswax holds an ancient Olman map showing the location of the legendary Isle of Dread.

Even though Zotzilaha has been long absent from this place, the vampire still exists, and he cares about the state of his cache. If any treasure is taken from the pit, including the map, Zotzilaha or one of his servants attempts to reclaim those items, and then feast on the thieves for their offense.

The witch doctor has a gold-and-jade amulet that depicts an image of Demogorgon. It is worth 200 gp.

Conclusion

Once the characters win their freedom from the shrine, possibly defeating the savages that were waiting for them, they can find their way back to their ship easily (unless you plan otherwise).

There are still dangers in the jungle, however, and more ruins and ancient magic waiting to be discovered. And the infamous Isle of Dread, whose location is detailed by the map in Zotzilaha's treasure cache, awaits as well.

Afterword: The Rest of the Story

We were surprised and pleased to learn that Wizards of the Coast planned to update our old adventure for the latest edition of the Dungeons & Dragons® game. It is an honor to have inspired the original generation of roleplayers and now, to have our first creation reintroduced to a new generation of gamers. It fills us with this odd feeling: "Has it really been over 30 years since we first set pen to paper? We can't be that old, can we?" That's one of the great things about gaming—age doesn't matter. Roleplaying requires only imagination and a youthful love of adventure!

We were newly hired editors sharing an office at TSR Hobbies in 1979, when the company needed someone to write a tournament for an upcoming convention. All of the designers passed on the opportunity, so we volunteered. We filled several yellow pads with our handwritten notes. Then Harold, the faster typist, wrote the first draft.

The marketing people liked our tournament so much they decided it would be a great idea to print copies to sell at the convention. But it wasn't a finished retail product, so we had to write a lot more to make it worth selling. Because our printer required a clean master copy of each page free of typos and other marks (no computers in those days!), Harold had to spend days banging away on an electric typewriter, retyping entire pages each time he made major mistakes, and the date for the convention was looming. In the end, Harold typed for 48 hours straight and then rushed the final pages to the printer at 2 a.m., so that those traveling to the convention would have it when they left that morning. Then it was home to sleep for 24 hours! By all reports, the tournament was a resounding success.

Despite all our best efforts at the time, one typo managed to slip through that has never been corrected. As students of history and mythology, we drew many of the creatures and names in the adventure from such sources. But, in those final sleepless hours, the city of Tamoanchan lost its first "n" and became forever known as "Tamoachan."

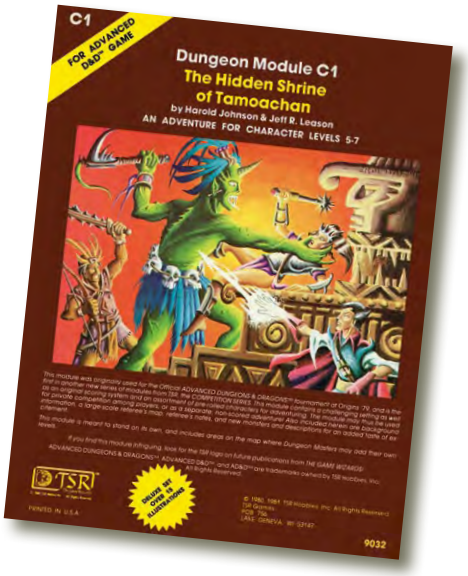
It's gratifying to us that what we created established a standard for published adventures that followed. One of our goals was to provide Dungeon Masters and players with examples of how they could improve their play and enjoyment of an adventure. Prior to *The Hidden Shrine of Tamoachan*, published adventures consisted mostly of nothing more than maps and lists of monsters or traps, followed by a list of treasures that could be claimed once the danger was nullified. There were no detailed descriptions of settings or strategies for foes. It was our intention to change all that.

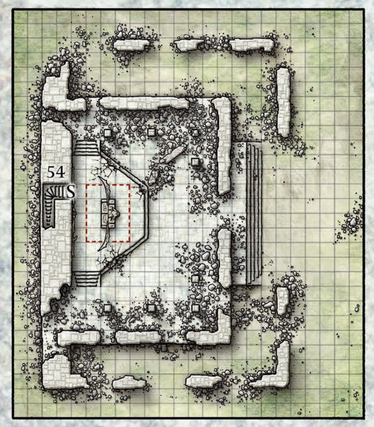
In those early days, adventure gaming was in its infancy. The Dungeons & Dragons game was basically a set of rules for combat. It had few instructions about how to play a character or how to interact with other characters or monsters. True roleplaying was the invention of people like you who realized that pretending to be a character and creating a shared story was more fun than just fighting dumb monsters. We felt driven to provide examples of how to challenge the players. To fulfill this purpose we set ourselves several objectives:

- ✦ To present more detailed setting and encounter descriptions;
- ✦ To provide monsters with interesting and intelligent tactics and maneuvers;
- ✦ To teach players that actions have consequences and that every reward must be earned;
- ✦ To teach players to be alert for clues—things are not always what they seem to be;
- ✦ And to encourage players to exercise their imaginations and to use their ability to problem solve and work together as a team to overcome the adventure's challenges; to be creative in their solutions, because not every encounter needs to be conquered by combat!

We trust that this version of C1 will continue to teach, challenge, and inspire the current generation of gamers to expand upon and explore all the possibilities the game has to offer.

—Harold "Wisconsin" Johnson
and Jeff "Duck" Leason





See reverse side

Temple

Third Tier

Second Tier

First Tier

Lower Chambers

The Hidden Shrine of Tamoachan

One Square = 5 feet

Door
Double Door
Secret Door
False Door
Trap Door in Ceiling
Trap
Trigger Mechanism
Open Pit
Covered Pit
Fountain
Well
Pillar
Stairs
Statue
Stuffed Animal
Bas-Relief, Wall Sculpture
Divan
Curtain
Water
Underwater Ledge
Smokehole or Chute
Iron Bars
Rubble
Vertical Shaft

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